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HAND-HELD GO! VIDEO GAMES

ISSUE 16 FEB 199

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INSIDE
- SPEEDBALL II
- DIG DUG
- DINO OLYMPICS
- LOONEY TUNES
- HUNCHBACK ADVENTURE
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HAND-HELD
GO!
VIDEO GAMES

Phew! The start of a brand new year and already the top games are pouring in! Just when you think the hand-held scene can't get any more exciting, we bring you some of the hottest carts around - feast your eyes on Speedball II on Game Boy! Dino Olympics on Lynx! And this month's cover game, the stunning Shinobi 2 on Game Gear!

When it comes to giving you the lowdown on all the hottest stuff doing the rounds in the portable play world, GO! just can't be beaten! Sad mags come and go, some REALLY unfortunate cases even try to get you to buy by cutting their price! We don't do that - we can't, we're FREE! Enjoy this month's selection of super games - we have!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 16 FEB

6 SPEEDBALL II
It's football in the future - hard, fast and deadly! The critically acclaimed classic from the Bitmap Bros comes to the Game Boy - and how! Check this one out - it's a stunner!

10 DINO OLYMPICS
You might have seen this one on computer - it's called Humans on other formats, and it was converted from this Lynx version! Help your tribe along the long road to evolution - it's a right good laugh!

13 HUNCHBACK ADVENTURE
Quasimodo's got the hump! Someone's kidnapped Esmerelda and that's REALLY got his back up! Will the hero of Notre Dame save the girl? Find out, in this new Game Boy adventure from Ocean!

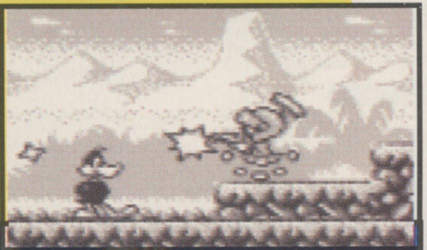
14 LEMMINGS
Now they're on Game Boy! Those kerrazzy critters the Lemmings stumble onto the little Nintendo portable for more puzzle-related antics and cliff-hurling shenanigans ahoy!

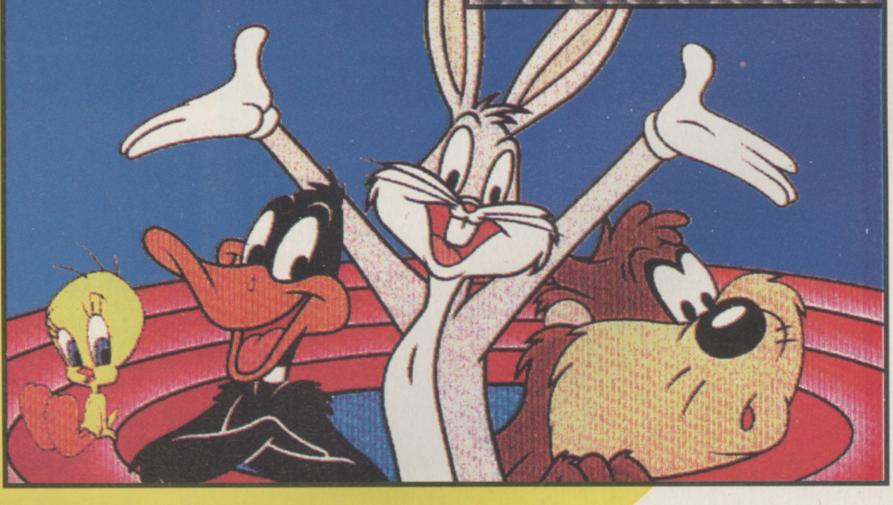
18 LOONEY TUNES
We've had the Tiny Toons - now it's the turn of their parents to strut their stuff on Game Boy! Bugs, Daffy and Co are all in there - how do they fare?

20 SHINOBI 2
The original looked great - the sequel looks even better! Shinobi storms onto the cover of this month's GO! and earns itself a ninja-tastic Review in the process! Grab a look NOW!

22 SUPER SPACE INVADERS
The Taito coin-op comes to the Game Gear, courtesy of Domark! The coin-op original is dragged by the hair into the Nineties, with souped-up graphics and gameplay to match! It's a good 'un.

24 DIG DUG
Old classics never die - they come to the Game Boy! Pump up the baddies to bursting point and burrow through the garden in this great coin-op and Atari VCS convert!





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STEADY
GO!

GAMEBOY

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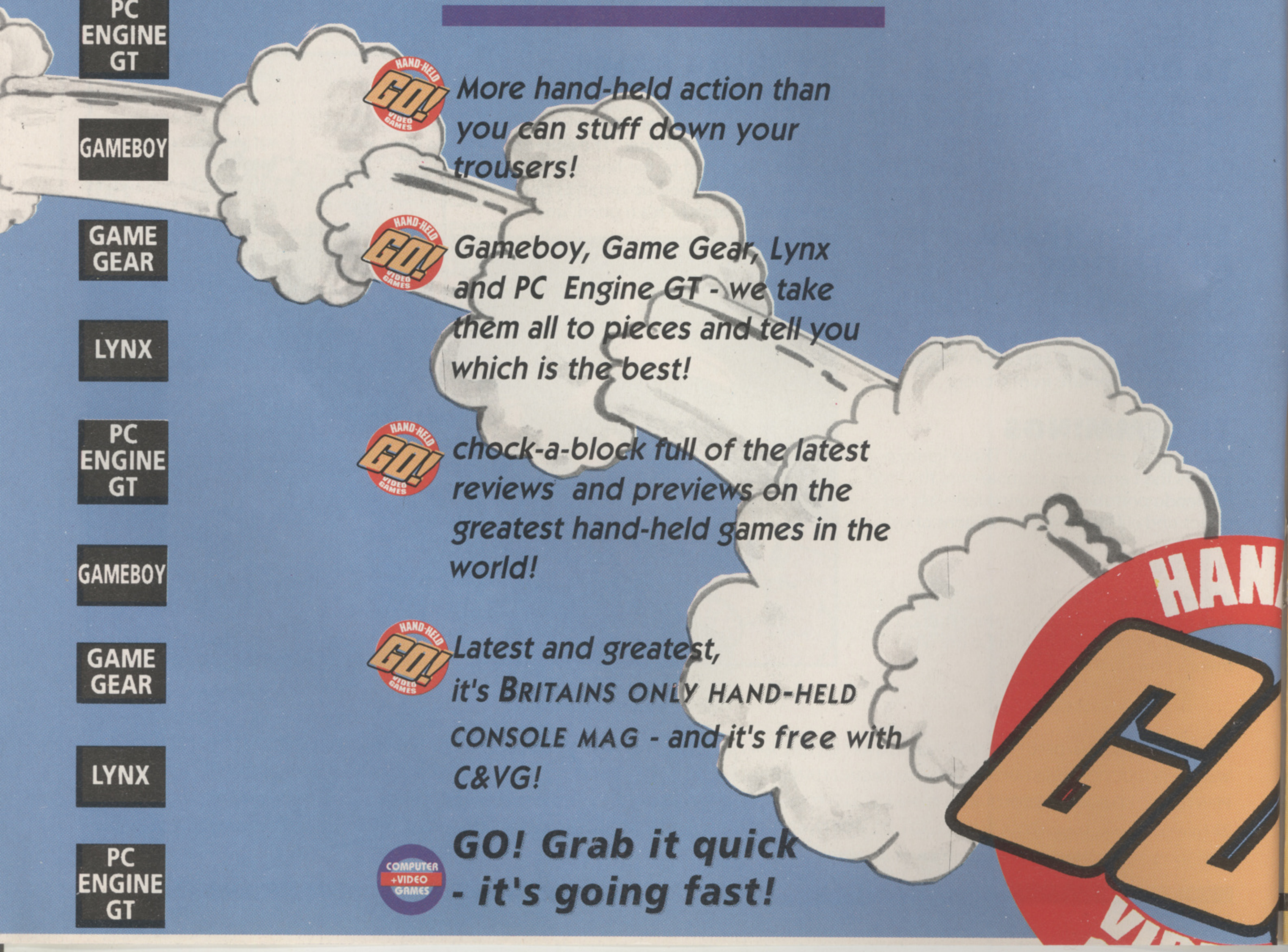

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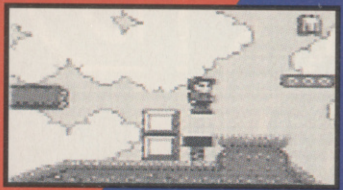
NEWS

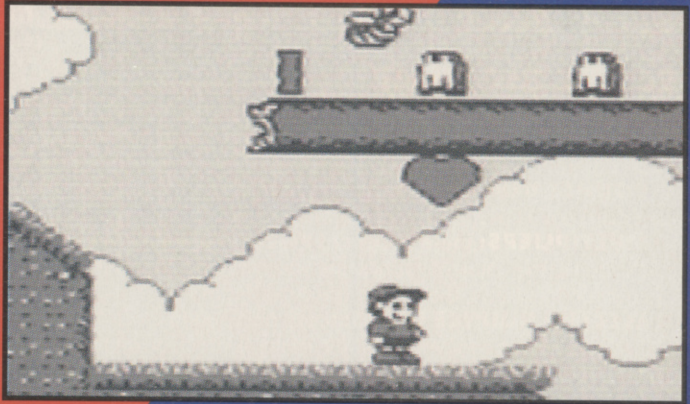
IT MAKES YOUR DAY



Flippin' 'eck! It seems as though people will make a game about anything these days. The latest Game Boy platformer is in the form of that most famous of fast food emporiums - Maccy Dees!

The story goes that Ronald's magic bag has been blagged by none other than the Hamburglar and, seeing as Ronald is such a top megastar and can't find time to search for his sack 'o' spells, it's up to his little chums to help him out - yes, that means you.

McDonald Land has already appeared on the NES in the same form - a platform game. The Game Boy version is basically along the same lines, but with black and white graphics. From the quick peek we managed to grab this is looking very nice indeed and we should have the full Review very soon, but until then you'll have to sit and drool over these screenshots in anticipation.



GAME BOY GETS A REPLAY

The latest in a sea of add-ons for your Game Boy is the already well-established Action Replay cartridge. For those of you who've never heard of it before, this nifty little device basically allows you to cheat on most of your favourite Game Boy carts. You simply plug the Action Replay into the Game Boy, slot a game into the top, enter a code and away you go! There are already loads of codes for a stack of Game Boy carts, and Datel are constantly adding new ones too.

The codes actually do a mountain of different things; some make you, run faster some make you tougher and others just make you invincible. Datel insist that you do not use the Action Replay to finish your brand new games straightaway - after all, it's been designed to enhance your hand-held gaming enjoyment, not ruin it. The cart is on sale now for £34.99; for more information contact Datel Electronics on 0782 744707. And keep an eye on CVG for the odd code now and then!

Pro
ACTION
REPLAY
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GG TV GETS A CUT

Good news for all you Game Gear-owning Neighbours fans! Seeing as it's Christmas and Sega fancy getting into the spirit of things they've decided to be extremely generous chappies and dropped the price of their incredible TV tuner from £74.99 to a paltry £59.99. Not bad eh ? Now you can all watch your favourite TV show and still have enough cash left to buy a bag of popcorn to accompany it.

Just in case there's a few saddies out there who don't know, the TV tuner is a small electronic widget which plugs into your Game Gear cartridge slot and turns the thing into a portable full-colour telly! The only slightly non-portable feature about the tuner is the seven-foot high bloody aerial, but who cares when you can swank down the street with the best hand-held and the best portable goggle-box in the world?

SPEEDBALL

SCORE BIG TIME

The scoring system in Speedball 2 is a little different to that of the sports we're used to. Goals are worth ten points each but there are many different ways to increase your score.

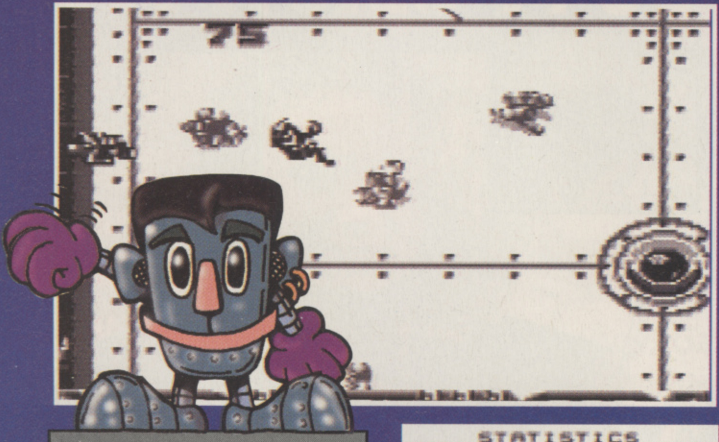
BOUNCE DOMES: there are two of these on the pitch and are worth two points every time you hit one with the ball.

MULTIPLIERS: these appear at the edges of the playing field and increase the value of every score you make by up to 100%. To use a multiplier throw the ball up the curved ramp.

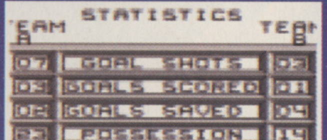
ELECTRO BOUNCE UNITS: these are used to electrify the ball. When it has been electrified the ball will knock down the first player it hits. It will stay electrified for as long as the ball stays in your possession.

WARP GATES: very simple - these transport the ball from one side of the field to the other.

STARS: hitting these awards your team two points.



> I have to admit I was one of the doubters - I mean, Speedball 2 on Game Boy? Give me a break. But this actually surprisingly good! The above average sprites fly around the screen faster than anything I've seen on a Game Boy and, while you might strain your eyes trying to see what's going on, you won't get bored in a hurry.
>
> ***PAUL ANGLIN***



TEAM A	STATISTICS	TEAM B
07	GOAL SHOTS	03
03	GOALS SCORED	01
02	GOALS SAVED	04
23	POSSESSION	14
88	TACKLES	27
00	SUBS	00
02	BONUS PTS	00

GO ON 'IT 'IM

If your opponent gets the ball there's only one way to get it off of him - hit him! In Speedball the onus has been put on violence and your players are trained to use it to the fullest. There are ways of training your guys using the gym screen or, if the lads are a bit cack, you can always sell them and buy someone who's a little bit harder. And just to enforce the violence a little more, every player who gets injured is worth ten points!

THREE WAYS TO PLAY

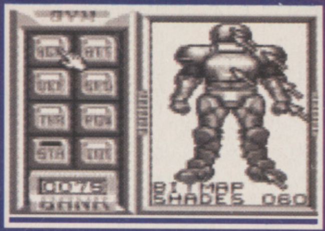
There are three types of play in Speedball 2. There's knockout, league or cup. Knockout is a series of exhibition games which pit you against tougher and tougher teams until you get beaten. League consists of fourteen games in a season with full league standings before and after the game. Cup is a contest which consists of four rounds; each round has two legs and you must get to the final to play for the coveted title.

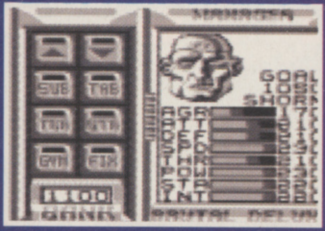
Guess what - his team lost and it's Game over for these fellers. Look on the bright side though; at least his head is still attached to his shoulders!

L II

It's the year 2100 and the deadly game known as 'Speedball' has swept the planet. Professional leagues have been set up all over the world; the violent mix of American football, Ice hockey and rugby has become an instant favourite with the crowds. The game plays pretty much the same as football, except for the fact that you carry the ball! There's a goal at each end and you have to run to the other end of the rink and throw the ball in the net - this would be all very simple were it not for the fact that you've got a team of massive blokes going all-out to stop your chaps and the word 'foul' doesn't exist! Fine - if your name's Vinny Jones.

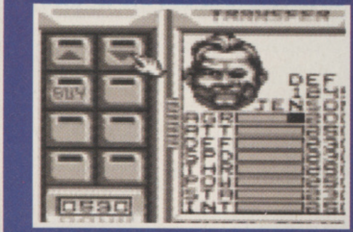
GAMEBOY- £24.99





This goalie's got lashings of cash to spend on bumping up his skills - but there's no way he's gonna get his hands on a good quality hairpiece. Shame.

Dare you enter the Speedball Arena and risk your neck for fame, fortune and fan adulation galore? Go on!



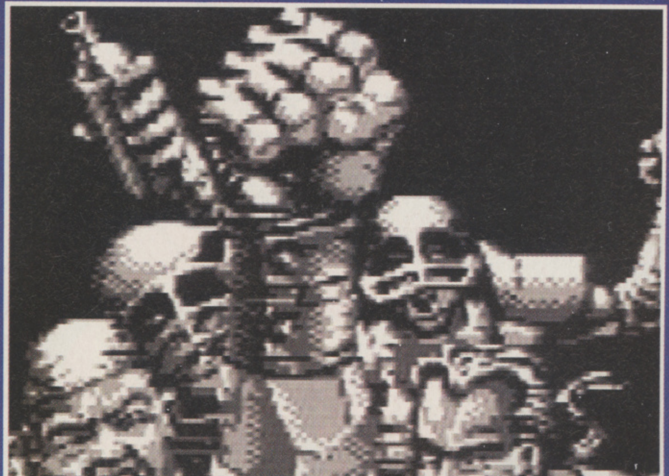
The training screen. Here, it's possible to bump up your players' stats to a ridiculous degree - but only if you've got the cash to pay for it.

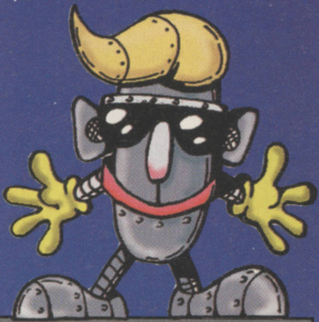
YEAH, THAT'S YOUR VERSION

Speedball 2 has certainly done it's time in the computer entertainment world! Appearing originally (Speedball 1 that is) on the sixteen- bits, Speedball was an instant hit. Then it was just a matter of time before you saw it on console. It made it onto the Megadrive first with an excellent version of the game, and the rest is history.

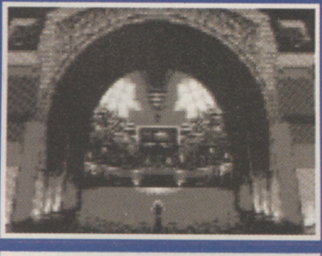
ROLL UP! BUY YOUR PLAYERS HERE

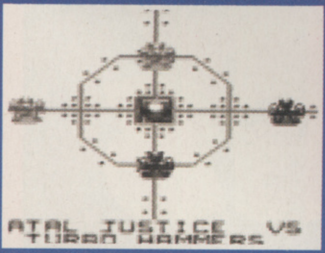
If your players aren't much cop then there's always the option to buy a few. The transfer market works like any real life one - you buy and sell players for cash. Obviously, the best players are the more expensive ones and, if your players are crap, then you're not going to get much cash for them. So you'd better make sure that your boys play well, otherwise they're not going to do too well.





> "I'm great at Speedball 2 me, but I really didn't believe that the Game Boy could carry off the game to any great degree. But I was wrong - this is a fine, fast and fun convert which captures all the thrills, spills and kills of the original! All that's missing is the sampled cries of the ice-cream salesman - get this game!"
>
> ***PAUL RAND***

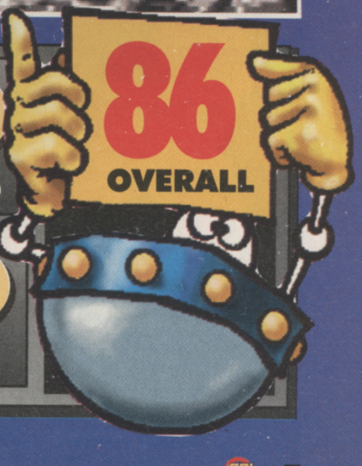


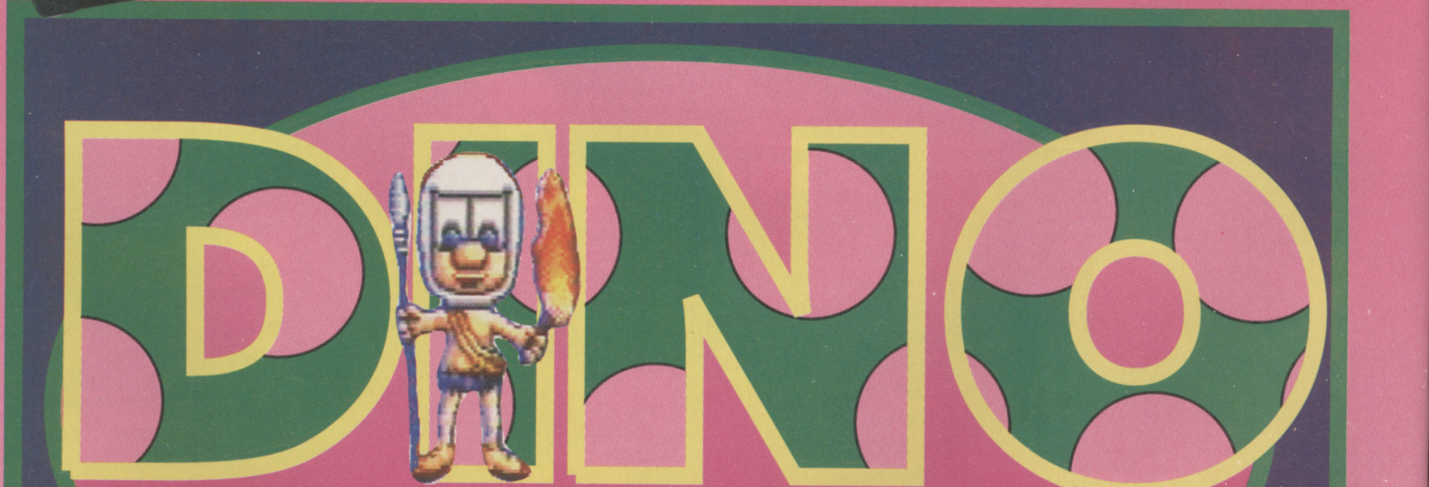


Three! Two! One! Whoosh! The ball's ejected and the action's underway! Oof! Oww! Ooyah! Get off me head!

THANKS...to Shekhana Consoles (081 340 8565) for the review cartridge.

8 LOOK	7 SOUND
8 FEEL	8 VALUE

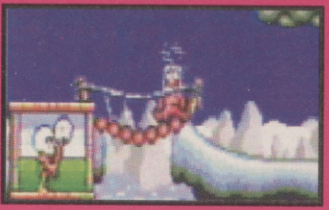




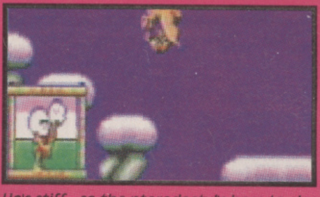
DINO OLYMPICS

THE SHAMEN

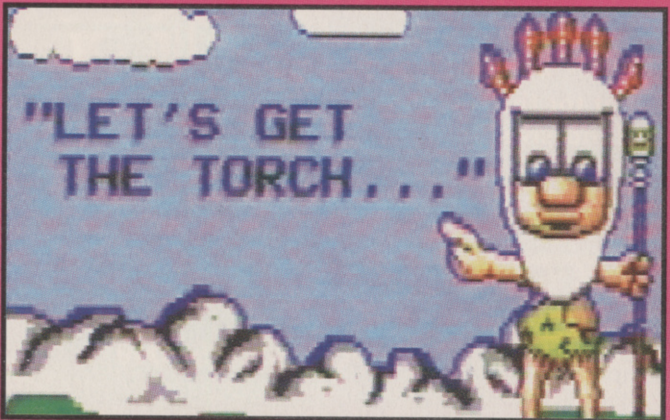
By utilising the kind of magic which would make Paul Daniels give up his job and go home, the tribal shaman can create objects like ropes and spears from thin air. He does charge for his services though; in return for a quick bit of spell-casting he requires the life of one of your tribesmen! When he's not being used to create objects, the shaman can be used just like a normal human, although he can't pick up any objects. So he's a bit sad, really.



Oh dear - the poor old human's seeing stars!

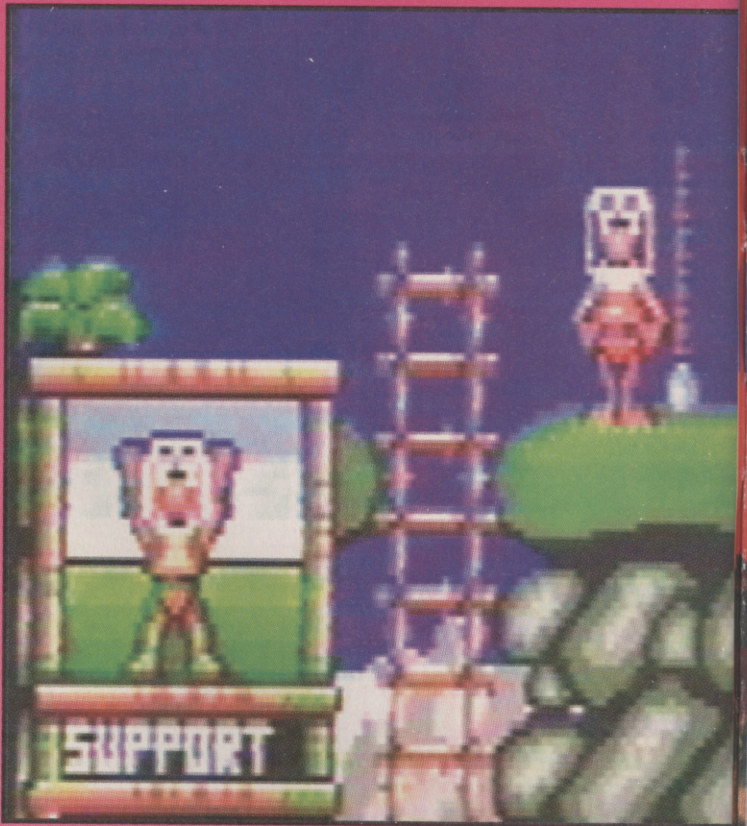


He's stiff - so the pterodactyl's here to clear up the mess.

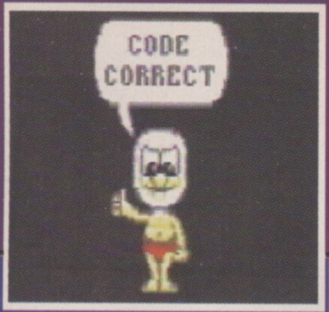


Evolution, according to this game, was a difficult business for early man. Apart from being terminally thick, they also had to cope with the last dinosaurs who developed a taste for ground-dwelling ape descendents. Thanks to Atari you can give them a hand through this traumatic time and guarantee the survival of your first ancestors. Floppy house Mirage have already released this game on Amiga - it's called Humans on the 16-bit machine and isn't too bad. Let's see if Atari can do the job on the Lynx!

LYNX - £29.99

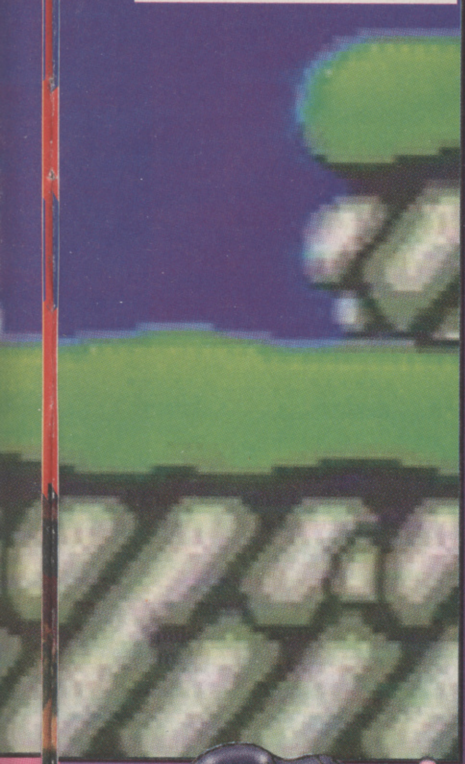


You've found the spear! Throw it at baddies or use it as a pole vault, depending on the circumstances. Either way, you're one step closer to civilisation!



RESCUE MISSION

To increase the size of your tribe you have to track down hostages. These guys have been kidnapped by rival groups and left in the wilderness tied to stakes as an easy meal for the dinosaurs. Rescue one of these blokes and he'll be so pleased he'll join your tribe - which is, in reality, more dangrous than trying to deal with a hungry dinosaur while tied up.



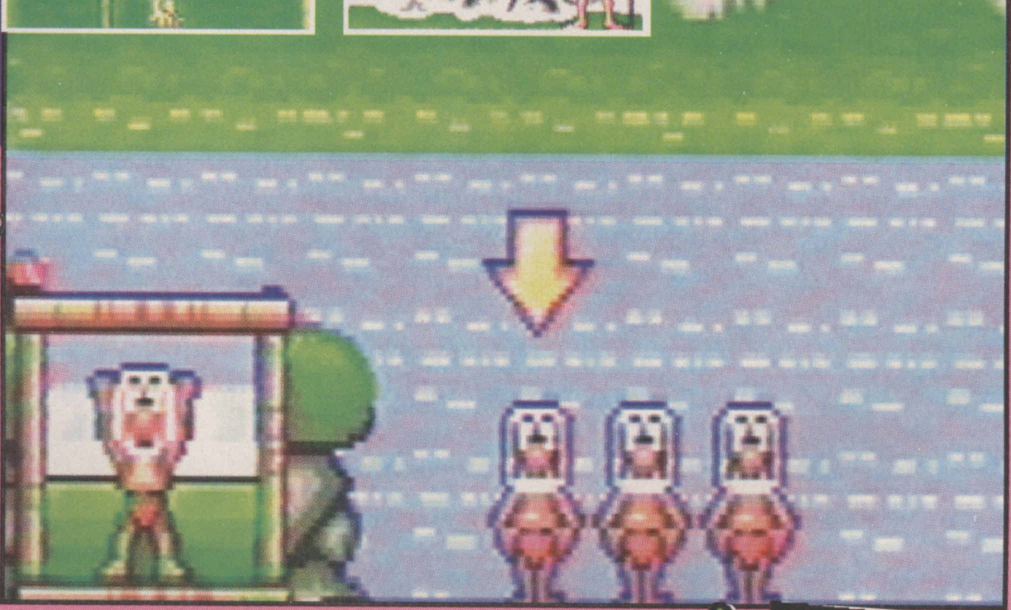
DAWN OF MAN

Not being much more than a bunch of thick chimps, your humans are spectacularly dumb. Their basic skills include the ability to stand on one another's shoulders and pick up objects. Fortunately, in this golden age of discovery, items such as spears, ropes and fire are lying about waiting to be discovered by enterprising homo-erecti. Once collected, an item can be used in a number of ways; a spear, for instance, can be hurled at dinosaurs or other tribe members, brandished as a weapon or even used to pole-vault across chasms!

PLATFORMS AND LADDERS

The key to completing levels is utilising all the availble humans. Many items can only be reached by stacking humans on top of each other, so it's important to keep them together. Some levels feature bonus platforms, which increase your score if you finish a level with humans standing on them.

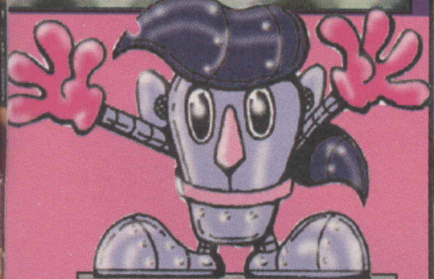
"LET'S GET THE SPEAR..."



HUMAN SACRIFICE

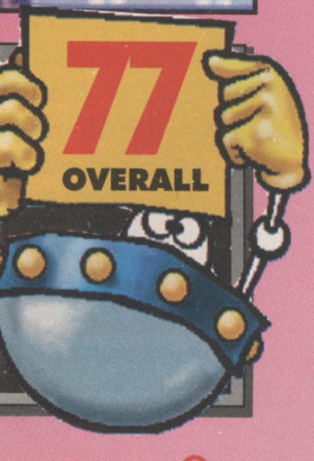
Being a dim-witted prehistoric hero is a dangerous job, with pitfalls including long drops, lava-filled pits and ravenous dinosaurs, to name but a few. To begin with your tribe consists of twelve members, although you only need between three and five to complete a level - which is just as well, as sometimes you're called on to sacrifice a human in order to complete a stage.

> I didn't think Humans on the Amiga was that bad, although a little plodding at times. And this Lynx incarnation is more or less the same game - good graphics, if fairly rough and ready, and jolly gameplay which won't tax your excitement cells. Worth a look until Lemmings finally decides to make an appearance on Lynx.
>
> ***PAUL RAND***

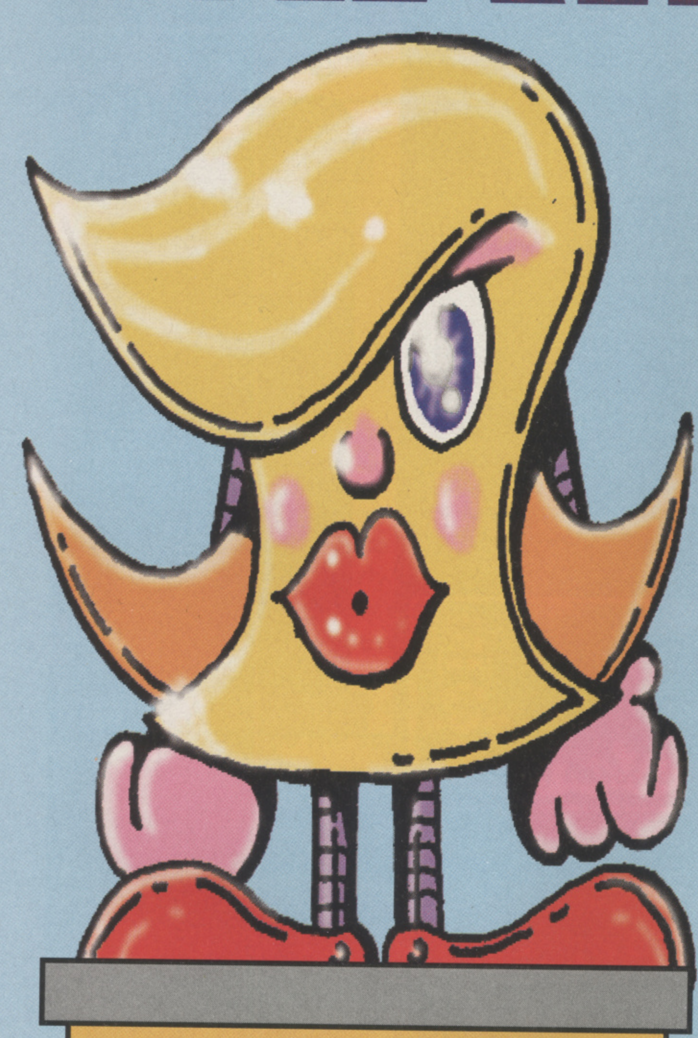


> I wasn't overly impressed with the Amiga version of this, as the humour wasn't varied enough and the tasks the humans had to complete were very repetitive. Despite that, this, along with Dracula, are the best Lynx games in recent months. If you've got Dracula already, you might want to give this a look in.
>
> ***STEVE KEEN***

7 LOOK	7 SOUND
6 FEEL	8 VALUE



MAILBAG



Phew! Christmas is over and it's time for a happy New Year in the hand-held world! Just because the festive season has been in full swing doesn't mean you've let up on your questions and general witterings on all things portable, though; those letters have been pouring in! If you've got a problem, a question or a witty aside, and if it involves your hand-held, why not send it to: IT'S 1993 AND GO! MAILBAG'S THE ONE FOR ME!, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

NOT SENSIBLE

Dear **GO!**

I think your magazine is great (no, better than great, it's super-tastic!). Please can you answer these questions for me?

1. What percentage did you give Super Kick Off and Joe Montana's Football games on the Game Gear?
2. What do you think is the best sport game on the Game Gear?
3. Why are Lynxes and Game Boys so crap?
4. Why is Richard Hunt from Upper Norwood, who wrote into the last issue of GO! so sad?
5. Are any of John Madden's games coming out on the Game Gear?

Paul Harrison, Derby

1. Super Kick Off was brill on the Gear and the boys gave it over 93% whilst Joe Montana's pseudo soccer game fared less well and its final rating was 74%.
2. Super Kick Off.
3. Why do people from Derby always embarrass their fellow Derbyists by being so dumb?
4. It takes all sorts.
5. I should Cocoa!

SAD MATE CENTRAL

Dear **GO!**

My mate Adam says that the only thing a Lynx is good for is propping up the door of his hamster cage when it's time to clear all the crap out of it. He thinks that they're so rubbish that they often get mistaken for baboon droppings and swept up with all the other poo! I don't like his attitude as I own one of theses machines and I've never mistaken it for anything other than a fine piece of gaming kit! Please put my 'mate' straight and tell him to leave the Lynx alone.

Simon Dent, Gwent

Strange, because we use the office one for propping open the lid of the box we keep Paul Anglin in when he's not working! For the last time; a machine is as good as the software that's available for it! I think that solves your problem!

STOP SLAGGING OUR HAND-HELDS!

Dear **GO!**

Sad sad sad sad sad! That's the only way to describe most of your readers' letters. Why don't they write something concise, informative or just plain interesting! I've got all three hand-helds and I like all of them equally. On the Game Boy nothing beats Mario, on the Lynx Awesome Golf is...awesome! And the Game Gear versions of Mickey's Castle Of Illusion and Sonic are just out of this world! Why anyone would take time away from their own supposedly brilliant hand-helds just to slag off someone elses is beyond me. I'd rather just keep playing until I had something more original to say! Keep up the excellent mag. CVG with GO! is simply the BEST!

David Oats, Middlesex

WHAT? COLOUR GAME BOY!

Dear **GO!**

I have a perplexing question to ask you. You can call me stupid if you like, but I have a Game Boy and, whilst it's a monochrome machine, all your recent screen shots seem to have some colour in them. Are you using some special updated machine that soups up the shades or am I a sad dribbling fool with inadequate Scottish eyesight, i.e. permanently blurred?

F Connor, Bath

We use a hefty piece of kit called a Demo Vision, which magnifies *the Gameboy screen and puts it onto a monitor. We then freeze the pictures, convert them into data and store them on a disk. Between the storing process and the printing process at the other end some of the data manages to become yellow, but we've finally located the problem and all our Gameboy shots should be top notch visual treats from now on - promise!*

WHAT A LOT HE'S GOT

Dear **GO!**

Could you please answer these questions for me? I would be grateful.

1. What are the best add-ons for the Gameboy?
2. What is the best game for the Gameboy?
3. Is the Action Replay cart worth getting and can it make games harder?
4. Is Probotector any good for the Gameboy?
5. Is it worth getting the battery pack?
6. Which is better, Turtles 1 or Turtles 2?
7. Is it worth getting both Super Mario games? If not which one?
8. How many hours play can you get from one set of batteries on a Gameboy?
9. For two-player games do you need one cart or two?

Gary Chilcott, Granthham

1. Obviously it depends what you need. They're all good in their own way. A light and magnifier would be at the top of my list.
2. A question of taste, but my favourite is Super Mario Land.
3. Yes, yes.
4. Yes.
5. If you want to play for longer yes, but it is a bit uncomfortable to play with for long periods.
6. Turtles 2.
7. Yes, buy them now! They are both stunning adventures on the Gameboy, packed with action!
8. The average set of batteries gives you about twenty-four hours continuous play.
9. Two. You wouldn't want to turn on your Gameboy without a cartridge inside it now, would you!

IT'S THE PC GT FOR ME!

Dear **GO!**

I think most of your readers are completely unaware of just how incredible the PC Engine GT is. For a start it would put a stop to the best hand-held argument as it's graphics, sound and colour screen wipe the floor with everything else around. You can even get a smart TV tuner and adaptors to play American/Jap games.

Dale Sochran, Wales

HELP! I'M NOT VERY HAPPY

Dear **GO!**

I'm a CVG fan and I have a question for GO! readers. What are you on? I've got a Megadrive and I spend most of my spare time playing it, the last thing I'd want to do is trade in my excellent graphics and sound to waste my time playing on one of your tiny machines! OK, you might say that they're portable, but how many people do you know who have a hand-held and not a console? I bet as soon as they get in from school they're straight onto their consoles, so why would anyone want to play video games 24 hours a day? I can't understand them. I play with my Megadrive about four hours a day, the last thing I want to do is squeeze in an extra 30 minutes of game time on a rubbish hand-held game out of my lunch break! My mate Andy takes his on the school bus and he's always missing his stop. What a loser! So to all these people who write in and whinge; 'My hand-held's better than your hand-held', wake up!

Chris Fairway, Farnboughrough

You sad man! Many people own both a console or computer AND a hand-held - and with the likes of Super Kick Off, Marioland and Dracula in portable form, there's no way you can say that the games are crap! Doh.

A CROP OF QUESTIONS

Dear **GO!**

I have a few poignant questions for you.

1. Whenever I go into my local WH Smith they never have the games that you have reviewed in your pages, just some crusty old stuff that's really out of date. Why?
2. I got a Lynx for my birthday and I want to sell it for a Game Gear. How much do you think I could get for it? It's only been out of it's packaging once. What's it worth?
3. And lastly, how many more accessories can the Gameboy take before it becomes as expensive as a virtual reality military training system and three times as big?!

Gary Hull, Windsor

1. It's not so much the games in the shop being out of date, it's more to do with CVG and GO! being so much ahead of the rest when it comes to grabbing the hot forthcoming games first! We usually have a mix in the mags of available titles and hot new product coming soon.
2. Why not try flogging it through the Microsells section in GO! Take a look at some of the ads in there, see how much other people are selling similar kit for and good luck!
3. Stop whining - better to have a stack of stuff to choose from than nothing at all!

BLIMEY!

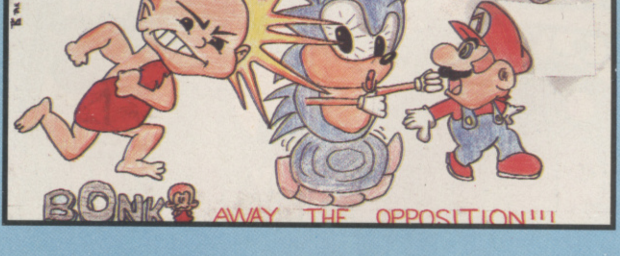
Dear **GO!**

I think your mag is most excellent and I have got some questions to ask you . I would appreciate it if you could answer them for me. Oh go on, please!

1. Is there any news of a 16-bit handheld from Nintendo?
2. When will Dr Franken 2 for the Gameboy be released?
3. What do you think is the best Gameboy game out?
4. Any more news on the Colour Gameboy?
5. Any chance of Final Fight or Streetfighter 2 coming out on the Gameboy?
6. What do you think is the best beat 'em up and adventure game on the Gameboy?
7. What do you think of the new SuperVison that has recently been shown in your mag?
8. I've heard that there is a keyboard for the Gameboy that turns it into a personal diary. If this is true when will it be out and how much will it cost?
9. When the Game Genie for the Gameboy comes out will it damage the cart inserted in any way?
10. Have you got any tips or cheats for the new Super Mario Land 2?
11. What does a Hyper Boy do?
12. When will Lawnmower Man for the Gameboy be out and will it be any good?

David Kent, Washington

1. No.
2. Wait and see.
3. Mario Land.
4. It's coming, it's coming.
5. Fat chance!
6. Battletoads and Final Fantasy 2.
7. We're not sure. There's no info on anyone but Spectravideo coming up with software for the machine, but at £39.99 it could do the business. Then again, it may not.
8. Yes there is. Currently it's only available in Japan, but we know of at least one company that's attempting to bring it over to the UK - watch this space.
9. Only if you insert or remove it incorrectly when the power is on.
10. Keep your eyes peeled!
11. It's a massive add-on for your Gameboy with fold out speakers, magnifier, light and mini joystick type thingy.
12. Are we psychic or something?

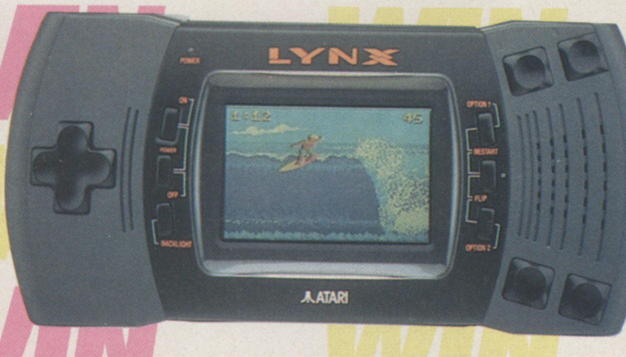


WIN EVERY HAND-HELD! AND A GAME FOR EACH!

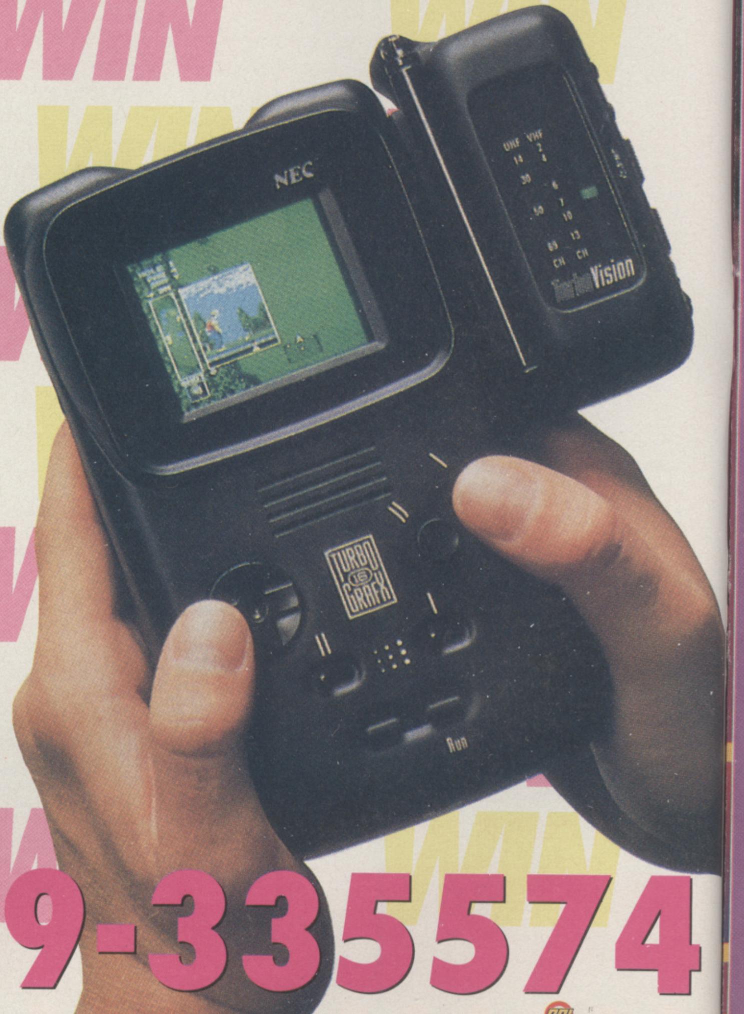
It's incredible! It's the competition no-one can miss! Yet again, the greatest hand-held mag in the world comes up trumps with one astonishing competition! We're quite literally going to GIVE AWAY a Game Boy! A Game Gear! A Lynx! A PC Engine GT! And a top cart for each one!

One oh-so-lucky reader stands to win all of these great goodies - worth OVER SIX HUNDRED POUNDS! And there couldn't be a simpler way to enter! Just phone the GO! Hotline Number and answer the questions you'll hear. That's it! Just put your thinking caps on, dial that number and answer away! Who knows, it could be YOU who owns every hand-held monster known to man - so get dialling NOW!

SPECIAL NOTE: Make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off-peak) and 48p per minute (peak rate).

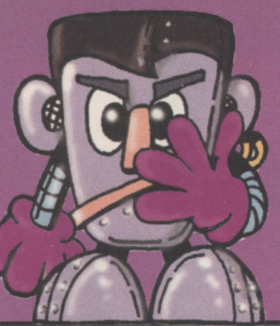


SEGA
GAME GEAR
Super Monaco GP

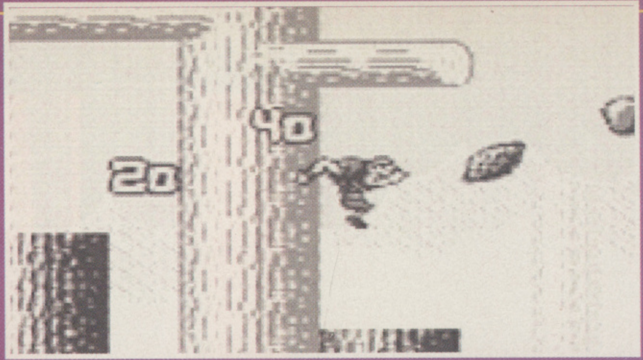


Nintendo GAME BOY™

PHONE 0839-335574

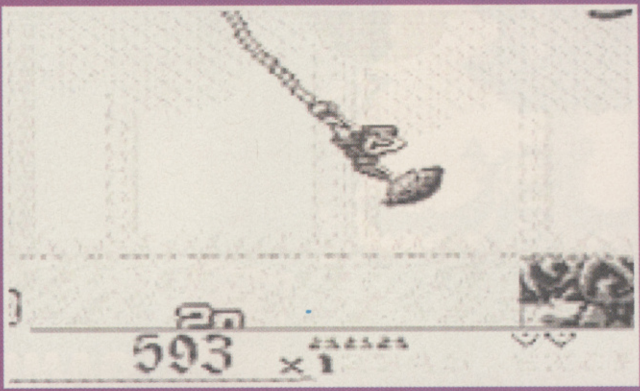


> Hunchback Adventure feels sooo similar to that old coin-op and C64 game and, even though the graphics are much better, unfortunately the gameplay has advanced no further than those days. The platform action gets very boring very quickly and is really not worthy of your attention.
>
> **PAUL ANGLIN**



MANY YEARS AGO

Hunchback Adventure is actually not the most original game ever. The action is based loosely around an age old arcade game named Hunchback (funnily enough) which took a very similar line to this. The game saw Quasi attempting to rescue the fair Esmerelda from the castle - screen by screen. But don't worry - the graphics are a lot better than the shambling blocky things of those bygone days.



Quasi has got enough on his plate without all this trouble. What a hump!

THE BELLS

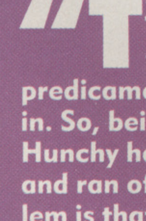
As you might imagine, bells play a reasonably large part in the game. To complete a screen you must find your way to the bell and then ring it. Not only that, bells also appear as icons that you pick up, and will endow you with stacks of points. Ding dong merrily on high.

PICKY PICKY

There are a lot of pick-ups to collect along the way in Hunchback Adventure. The items range from a few points to extra lives and time bonuses. Most can be reached with a small jump but others are higher up the screen out of view, so you'll have to look a little more carefully for those. But we bet you had a hunch. .

HUNCHBACK ADVENTURE

"The bells! The bells! The..'ang on a minute - where's me bird?" Yes, this is the sad predicament that young Quasi has found himself in. So, being the true geezer that he is, young Hunchy has grabbed his special adventure trousers and ran off to rescue the fair Esmerelda. The problem is that she's pretty heavily guarded so you'd better get ready for some real fighting shenanigans. Oh yeah, by the way here's a little update on the bell boy: Quasimodo has retired from ringing the bell in and has received forty years back pay in a lump sum.



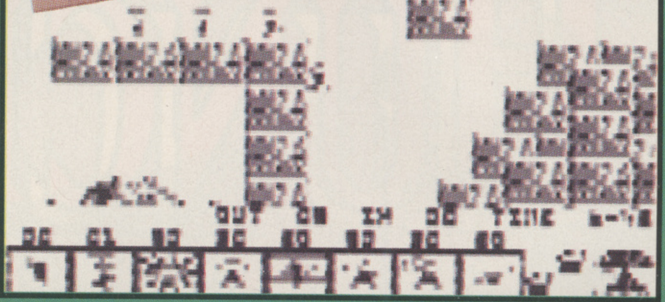
GAME BOY- £24.99

LOOK	SOUND	FEEL	VALUE	OVERALL
6	6	5	5	55

LEM

Just when you thought you'd seen the height of stupidity, along come a bunch of creatures that completely re-write the definition of brain dead. No, not British Rail - the Lemmings. These mad furballs have a tendency to just wander off the edge of cliffs for no apparent reason and cause all kinds of traffic problems at the bottom. Their only hope for survival is you; you must guide the hapless young fellows through level after of danger-filled excitement in the hope of finding paradise. Good luck - these barmy boys most definitely need it!

GAME BOY- £24.99



WE HAVE THE POWER

In order to save the cretinous little creatures you have a number of different powers at your disposal. The Lemmings can perform such tasks as blocking, building, bridging and lots of other helpful tasks. The easier levels will highlight the certain powers that need to be used, whereas later levels will highlight every box - meaning you have to be quick to work out what skill needs to be used in which situation.

IT'S THE END OF THE WORLD AS WE KNOW IT

Ever seen those little stress ball things which scream when you squeeze them? Well, Lemmings has the ultimate in stress relief. If your Lemmings are being completely thick and have completely bodged up all your efforts to save them, you quite simply move the cursor to Armageddon and hit the button - all your frustrations go up in smoke, not to mention bits of Lemming flying all over the place!

THEY GET AROUND

The term "get around" holds new meaning when you mention the Lemmings. These guys have appeared on just about every format known to man and are about to make a second outing on the Amiga. The only real machine that these guys haven't got around to yet is the Lynx - and I stress yet!

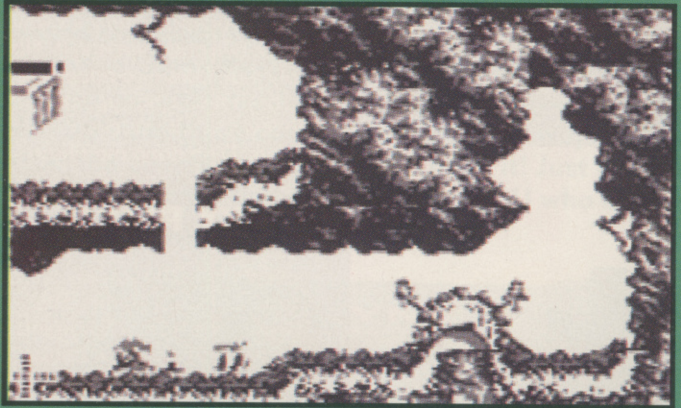
SPECIAL JUMP-OFF-A-CLIFF THANKS GO TO...

Unfortunately, Game Boy carts aren't the only place you'll find very thick creatures - there are plenty kicking about in real life. Who are the GO! boys' least favourites?

RAND: British Rail manage to score a ten on the Doh!ometer for simply being crap and constantly replying to questions in the tone of "Dunno mate".

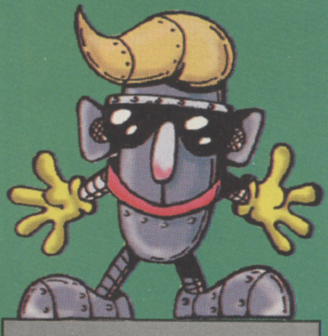
ANGLIN: WH Smiths assistants who tell you that you can't pay for your CDs here because "it's not my counter".

KEEN: The Chippendales; a special GO! Doh! goes to these people.

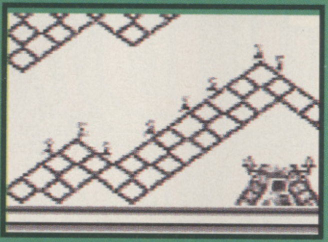


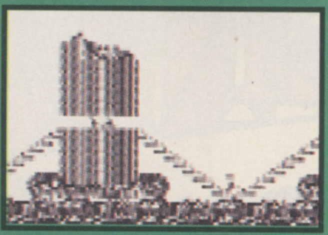
PAUSE FOR THOUGHT

With a little screen like the Game Boy's, it's a bit difficult to scoot around at high-speed and check on the progress of the Lemmings - more often than not, they're liable to just trawl off the end of a platfrom! Luckily, Ocean have incorporated a handy feature that lets you pause the game and take a peek at what's going on along the way. Not only that, you can use this feature to select skills without having to waste time in the process!

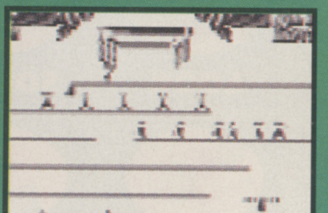


> “Awesome! Game Boy Lemmings is a fantastic conversion with all the action and addictive gameplay of the Amiga original. It ranks as a must-have game for this machine; it's guaranteed to have you hooked for weeks on end. Let's just hope that Lemmings 2 doesn't take as long to come around.”
>
> **PAUL RAND**



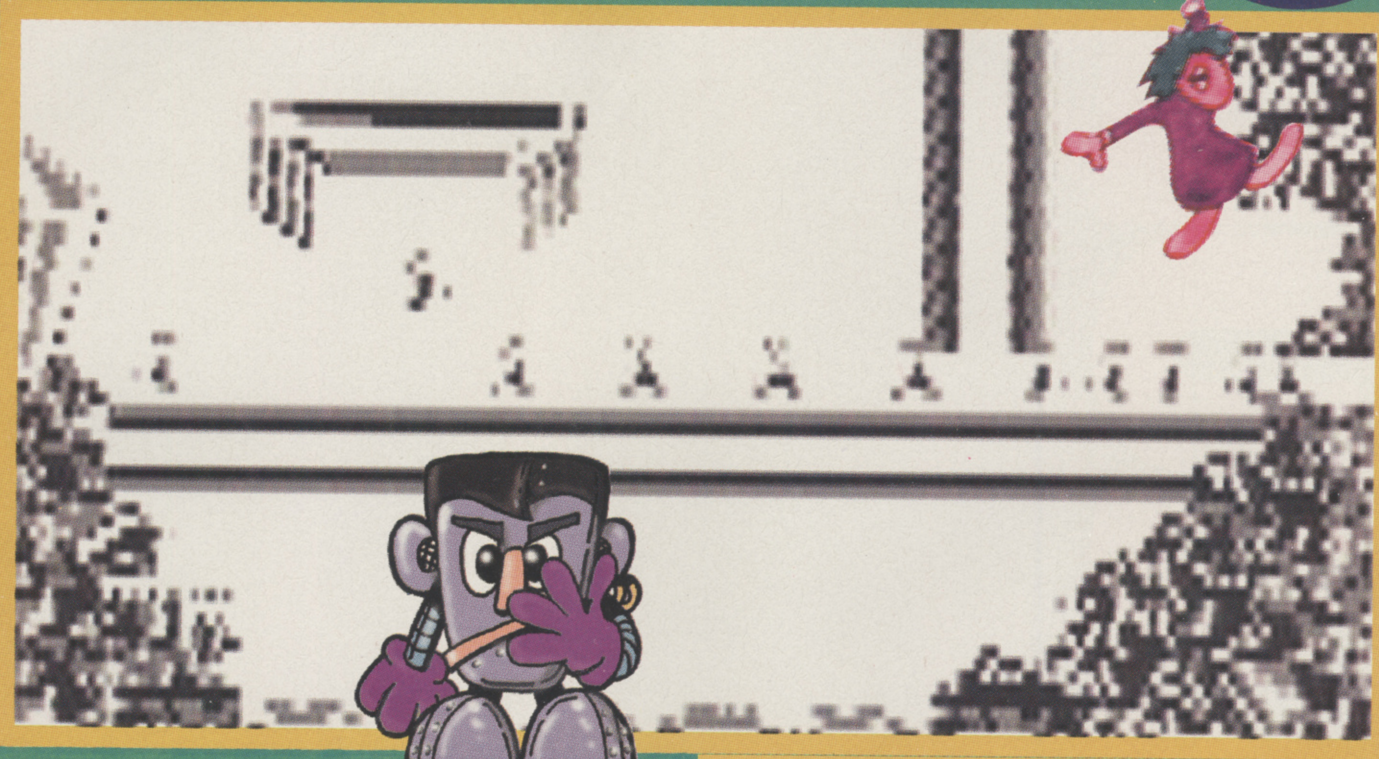


You've managed to dig your way through that pillar, but don't get too cocky - there's a bloody great ravine further into this level!

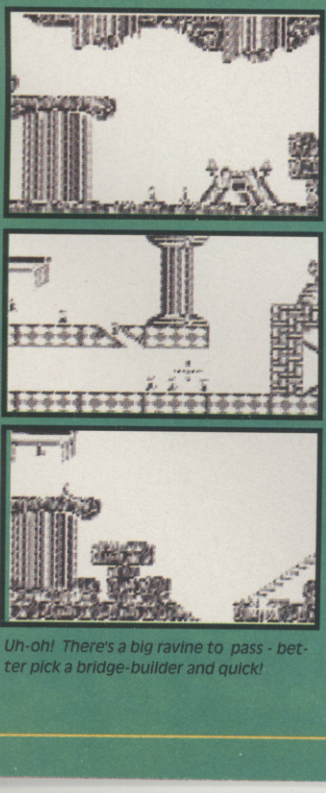


Don't dig - use blockers at the end of the platforms to guide the lads to the bottom!

MMINGS



Those loony Lemmings are literally falling out of the sky - and straight into a whole heap of hassle as they head toward the garden trellis of doom!



Uh-oh! There's a big ravine to pass - better pick a bridge-builder and quick!

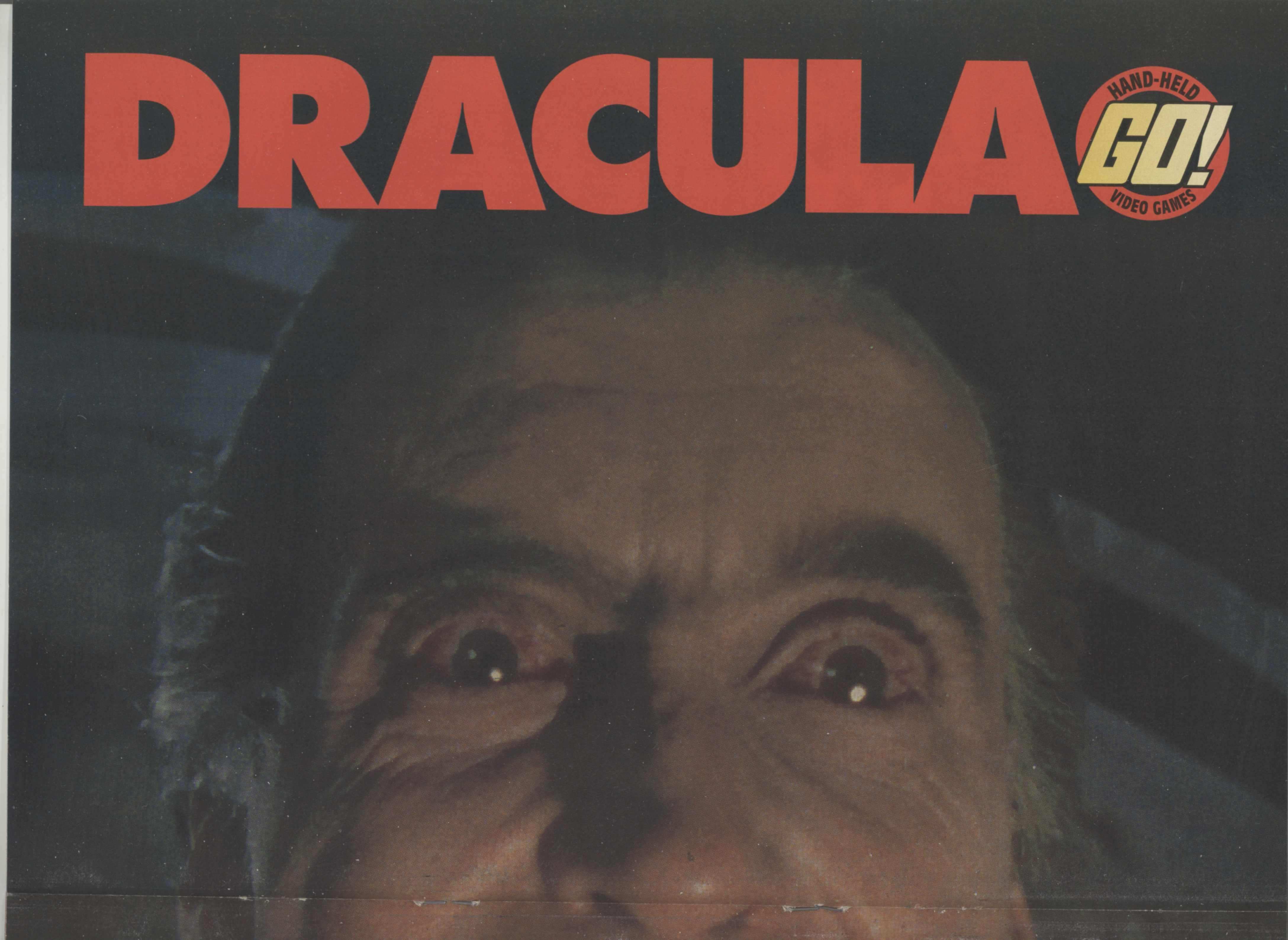
> **I don't believe it! Just when you thought that the Game Boy could squeeze no more onto its screen, along comes a game that makes it bulge to absolute bursting point! Lemmings manages to put an amazing amount of detail onto the Game Boy - the potentially dodgy sprites have been captured brilliantly and the control method has been kept very simple. Brilliant!**
>
> ***PAUL ANGLIN***

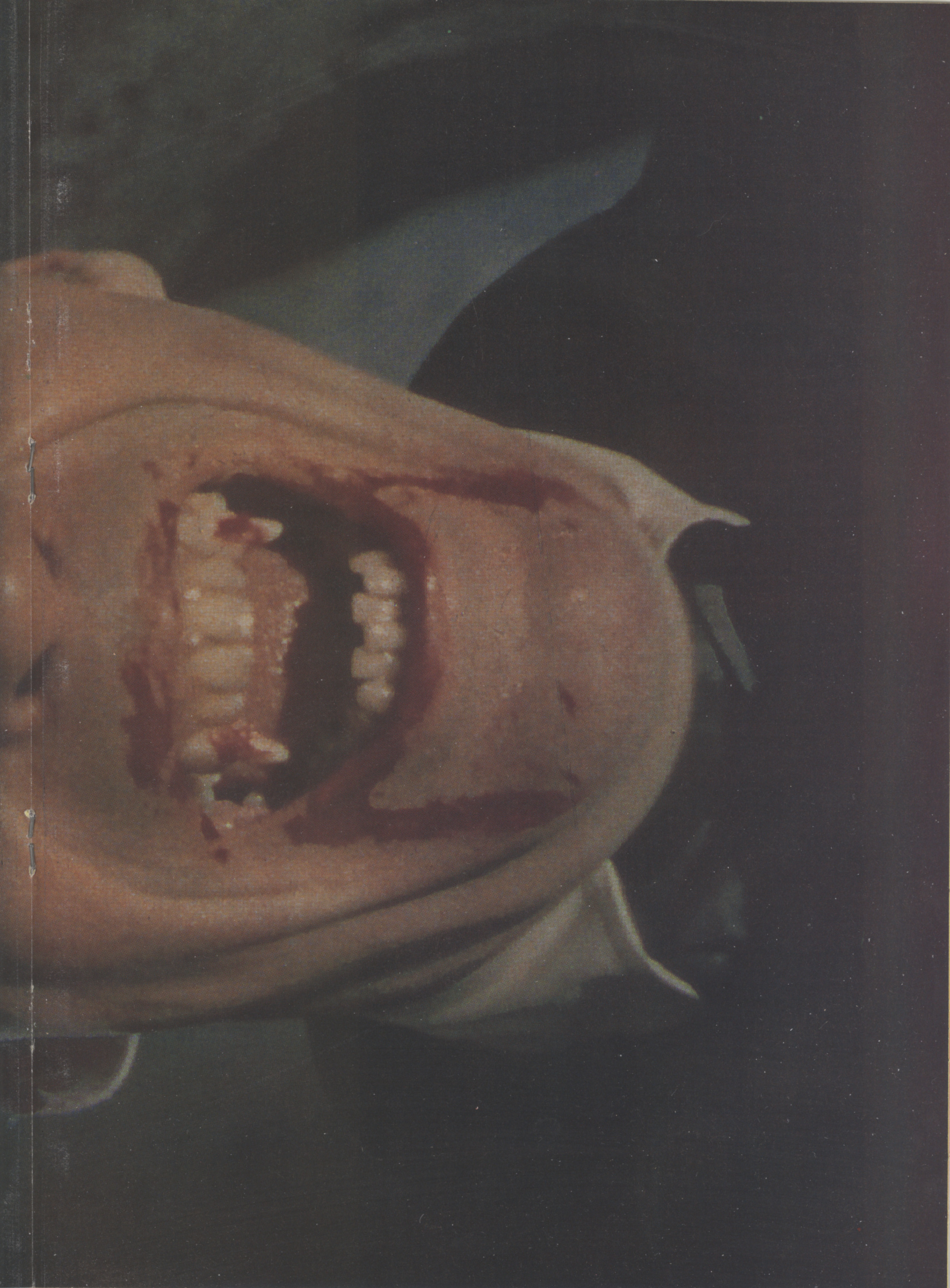
SAD MAN

You'd have to be a shambling couch potato not to have played Lemmings before, but if you're a Lemmings virgin you can always alter the difficulty setting to suit your sadness. The settings range from Fun (which you'd have to be a bit of a sad man to play) all the way up to Crazy (which you'd have to be bloody good to tackle) and there's Mayhem and Taxing levels inbetween as well.

8 LOOK	7 SOUND
8 FEEL	8 VALUE

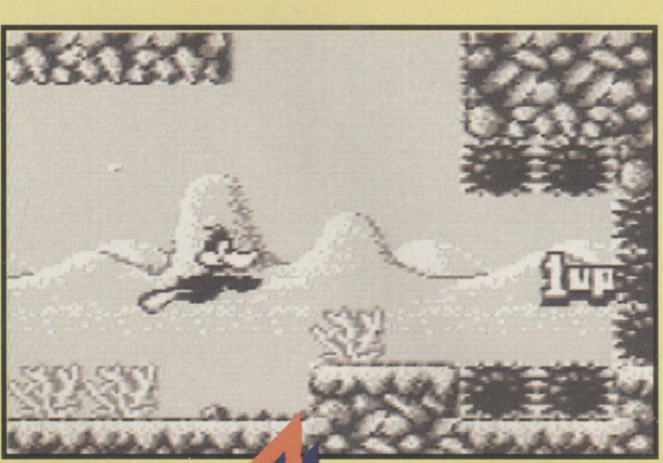
89
OVERALL


DRACULA
HAND-HELD
GO!
VIDEO GAMES

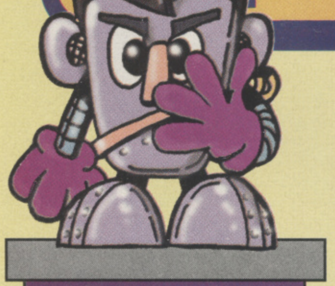


Oh no! The world's in danger of being destroyed by some unknown evil menace! Who can save us from a fate worse than death? The Loony Tunes of course! Bugs, Daffy, Road Runner, Taz and more come to the tiney screen in platform japes ahoy - and more! Much more! Warner Bros craziest creations get up to all sorts of stuff and nonsense in a mega-adventure to beat them all! Are they as wild as their babies, seen in the top cart Tiny Toon Adventures? Let GO! reveal all!

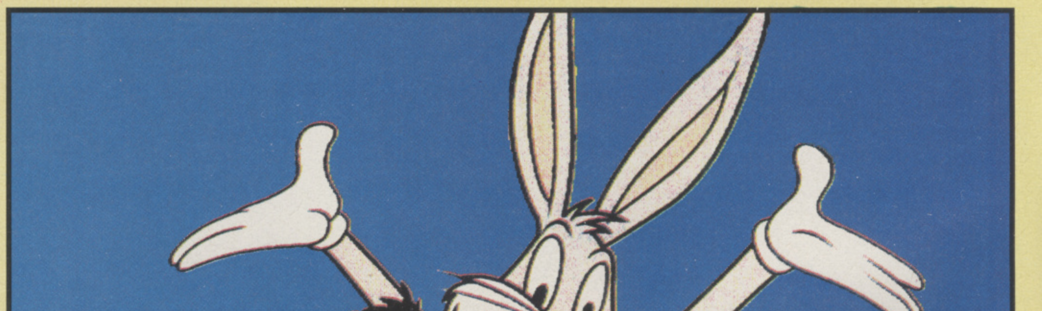
GAMEBOY- £24.99



LOONEY TUNES

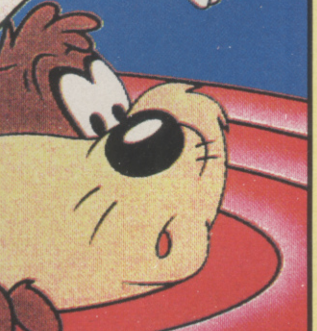


> You could have knocked me down with a wet haddock when I first saw this game - it looks absolutely incredible! The detailed backdrops are among some of the best I have ever seen on Game Boy and the speed of Road Runner has to be seen to be believed. The game is an absolute joy to play - at first. Its fatal flaw is that it is so incredibly easy. You can expect to finish it in about two hours. Gumph!
>
> ***PAUL ANGLIN***



THUCKERIN' THUCKERTASH

Level two sees bad cat Sylvester pursuing that most hassled of our feathered friends, Tweety Pie, through the streets! You control Tweety and have to try to escape the hands of the "bad old puddy tat"; pushing button A will make Tweety fly for short periods of time. Your aim is to reach the bird seed at the end of the level - and with Sylvester dogging your every move and people hurling things at you from their windows, you'd better get moving.

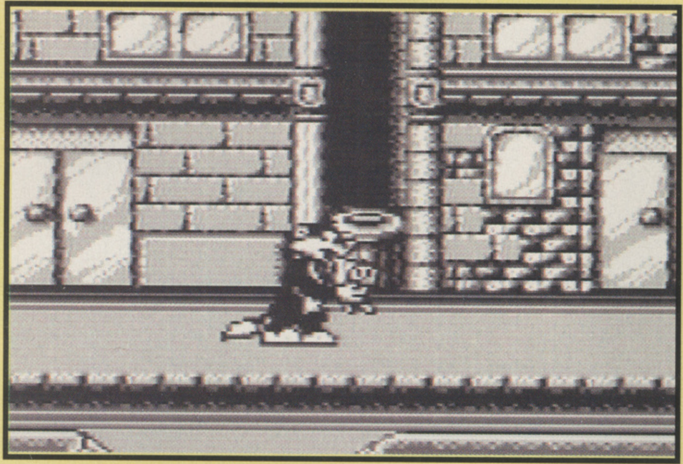


I HATE THAT RABBIT

The first level, South Seas, stars none other than short-tempered Daffy Duck, who's got to battle through the coastal areas of the South Seas in search of lots of treasure so that he can...erm..get very rich indeed! He is armed with a frisbee, and as the name suggests, the latter part of the level is set underwater. Use button A to make Daffy swim and button B to use your frisbee.

A-THEE A-THEE A-THEE THAT'S ALL, FOLKS

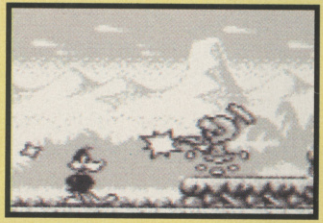
Ever wandered what might happen if pigs could fly, apart from the price of bacon soaring? Well now you can find out! Pilot Porky stars that most famous of porkers, Porky Pig, who takes control of a pursuit aircraft in order to try and rid the world of baddies and win triumph for peace, justice and the American way - or something like that. The B button fires your star gun to dispatch the enemies; mess up and you'll be nothing more than Sunday's dinner.



I tort I taw a puddy tat a-creppin' up on me! Tweety Pie gets his comeuppance at the hands of Sylvester!

ANDALAY! ANDALAY! EEPA! EEPA! EEPA!

Haunted Mouse is the site for level 5, in which that familiar Mexican mouse, Speedy Gonzalez, puts on his ridiculously oversized hat and runs ridiculously fast in search of the secret cheese - what else? Pressing the B button activates Speedy's "star" dancing antics which kill everything in a two foot radius. Alternatively you can jump on the ghouls' heads when pressing button A. Good luck, and remember - you'd better come home Speedy Gonzales tra la la..



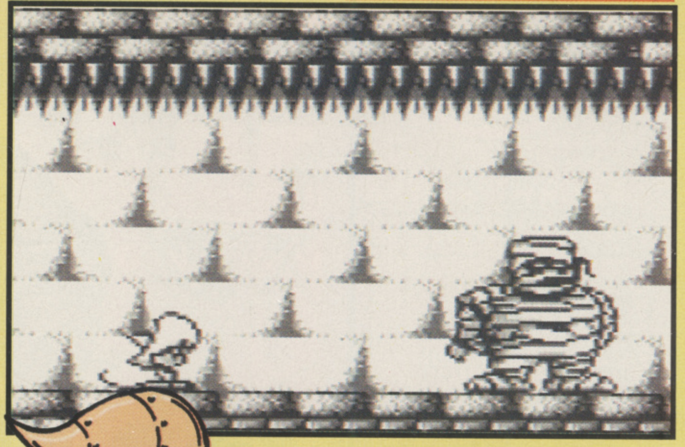
Daffy Duck doesn't look too perturbed at the sight of the Martian firing laser bolts at him - he's dethpicable!

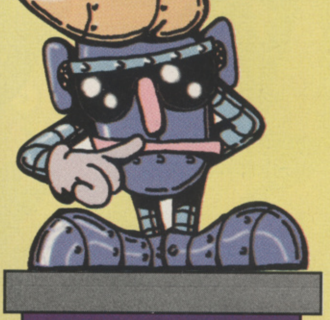
WHAT'S UP, DOC?

Looney Tunes' most famous character makes his appearance in "Hare Beware". Here, the beloved Bugs Bunny must find his way out of the haunted mansion and back to the safety of his warren. But first things first - Bugs is hungry and must locate his lost carrot before anything else. Gumph! Button A will make Bugs bunny-hop and button B will launch your frisbee at the bad guys.

ROAR! GROWL! SNARL! CHOMP!

Taz takes time out from his recent spate of Sega games to do what he does best - eat! Within a time limit of sixty seconds, Taz has to scran as much as he can to gain extra points. Each "Taz Treat" is worth a thousand points and they're all hidden in the bricks, so the only way to get to them is to go into one mega spin!

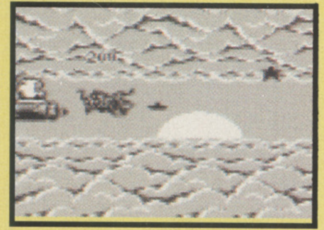




> ‘Looney Tunes captures the Tex Avery characters' personalities perfectly. The big sprites, excluding Tweety, are fantastic, and you'll come across all your villainous faves, such as Yosemitie Sam, the Martian and Sylvester the Cat. However, for all its smarts there are only seven stages and at least two of these you'll walk through with no problem in minutes. The unlimited continues just stick the final nail in the coffin. Great to look at, fierce to play, but at around 41 pence a minute good value it is NOT!’
>
> ***PAUL RAND***

MEEP! MEEP!

Way out West features the fastest Looney Tunes character this side of Silverstone! You control the ever-speedy Road Runner in a bid to outrun the efforts of the somewhat determined Wile E Coyote. Wile chases Road Runner through the desert (for a change) employing all of his wondrous Acme gadgets to try and catch the feathered speed-ball. You'll have to use the A button to dodge obstacles and the B button will activate that most famous of Battlecries - Meep Meep!



Porky Pig is up to all manner of plane-related shenanigans - blimey!

THANKS...to Shekhana Consoles (081 889 9412) for the review cartridge.

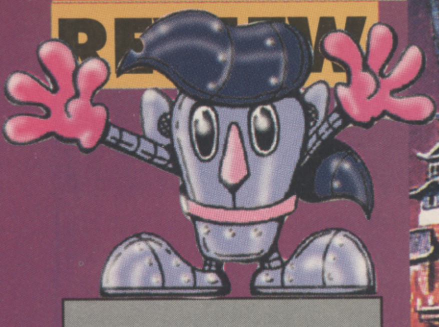
9 **LOOK**

9 **SOUND**

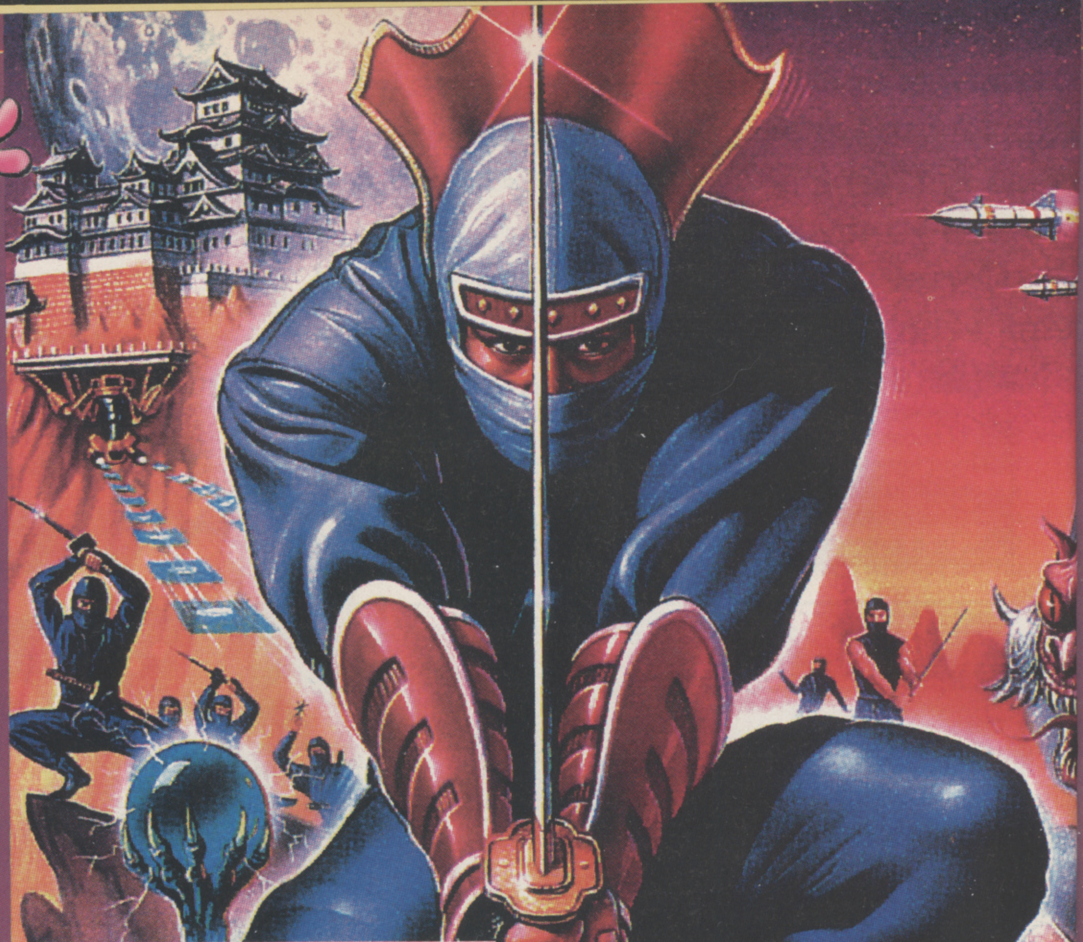
6 **FEEL**

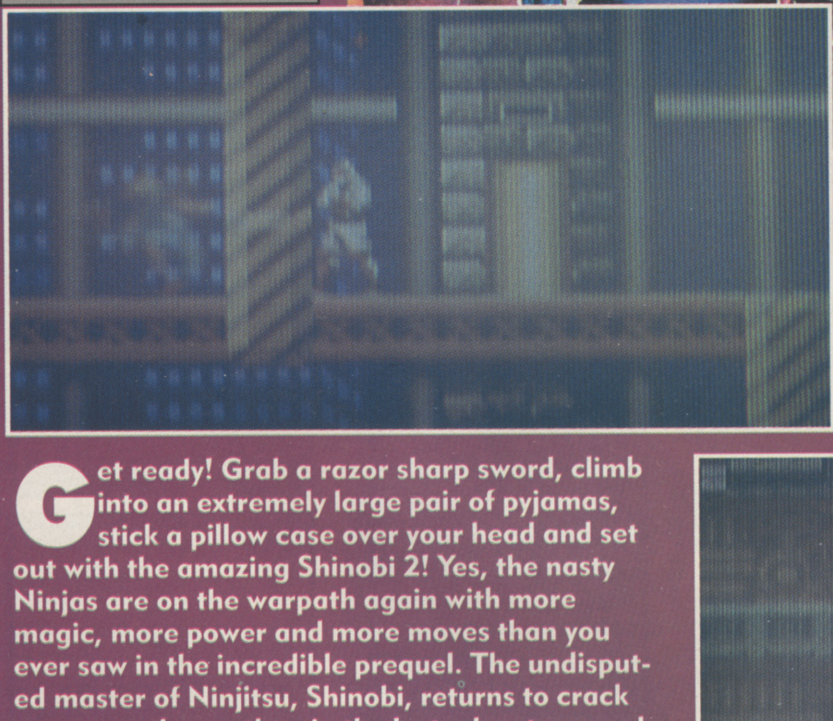
5 **VALUE**

62 **OVERALL**

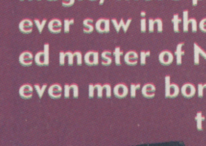


> What a great-looking game GG Shinobi 2 is! The graphics and effects are superb and everything about the adventure seems to be ace. However, after you start playing you'll find that it's astoundingly easy and the levels are laughably simple. Only the big guardians will give any challenging play, but still a special cart.
>
> ***STEVE KEEN***



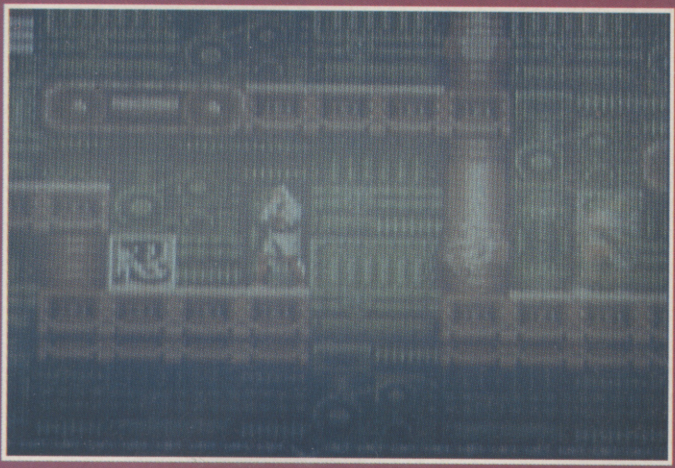


Get ready! Grab a razor sharp sword, climb into an extremely large pair of pyjamas, stick a pillow case over your head and set out with the amazing Shinobi 2! Yes, the nasty Ninjas are on the warpath again with more magic, more power and more moves than you ever saw in the incredible prequel. The undisputed master of Ninjitsu, Shinobi, returns to crack even more bones than in the last adventure, and this time round he's got some rather special helpers!



GAME GEAR- £29.99

SHINOBI



Don't you think that Joe looks dead hard like that?

WHAT A STUNNA!

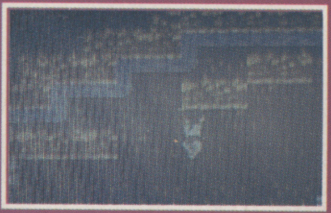
Shinobi 2 is loaded with neat graphical effects. On the Canyon stage zombies plough their way up out of the ground at every twist and turn, throwing earth everywhere, whilst waterfalls and streams swirl at your heels. One of Shinobi's special tricks is to use the Ninja magic he's collected en-route. This teleports the hero in a flash of blinding light through space and time to appear at another location. It's a stunning effect!

BIG BOYS ARE BACK!

Don't think those guardians have been left out. No siree, they're in abundance and are some of the most original and well-designed ever seen on a hand-held. At the end of each stage your arch rival dashes onto the screen and hurls a pouch of his valuable magic which transforms into a variety of lethal beasts. One's a giant spider that spews green slime and bombs that turn into walls of fire to scorch your soles. Another is a huge armadillo, loaded with poisonous spines that shoot out and bury themselves in your body. Ouch!

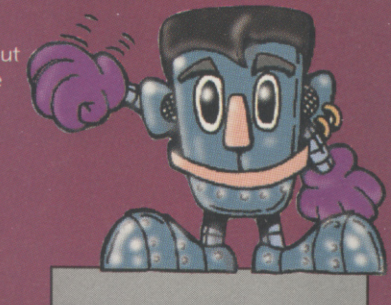
LOOKS THAT KILL

Presentation's excellent with attractive menus and animation, brilliant tunes and sound and original looks. There's even a code system that'll allow you to turn off and come back to play later without losing your place. The five Ninjas represent the elements and all possess different powers and you'll be required to master the swirling tornado and awesome earthquake attacks amongst others to survive to the end.



MYSTERY TOUR

Four out of the five scenarios can be accessed at any time, but the last destination can only be revealed after you've collected the other four stones and their Ninjas. The perilous journeys include the Castle, where all your Ninja balancing skills are called upon to negotiate loose tiles, spiralling assassins with swords, scythe-hurling chameleons that hang from the beams and fire-spewing statues. Other locations include the Canyon, High-rise Building and Factory which scalds you with steam jets, jostles you with conveyor belts and frustrates you with corridors shrouded in darkness! The villains vary too, with the addition of a mystical warrior who's harnessed the power of electricity and sends huge golden bursts of static at you, skeletons that pack a mean right hook and even more Ninjas.

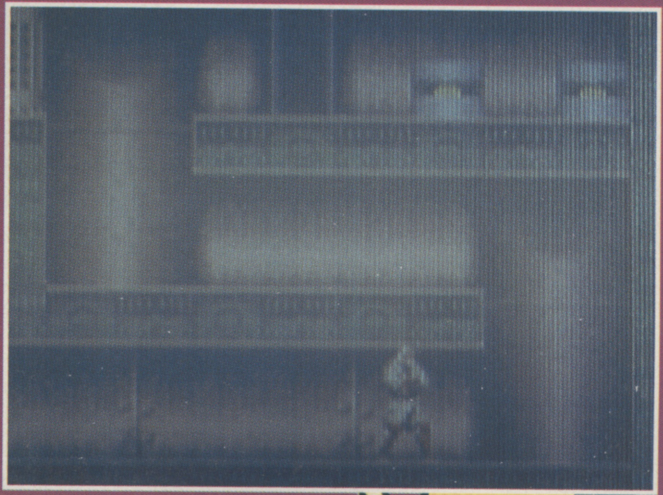


> **“Ninjas bestowed with the powers of the elements? Class idea - pity you haven't got more room to exercise your devastating skills. With a bit more expanse to the game this could have been my favourite beat 'em up on any hand-held ever! Shame it's so short lived. Classy stuff, nonetheless.”**
>
> ***PAUL ANGLIN***

ORIENTAL SAVAGERY

The mysterious martial artist has got some adventures ahead of him. Five levels spread over five different locations, filled with dozens of hostile would-be Bruce Lees and savage guardians! Apart from defeating the acrobatic hoards, Shinobi must retrieve the five coloured stones of power which give life to his Ninja accomplices. After each stage has been completed the master takes over the powers of the stones and their relevant fighting styles and it's your choice of which dude to use.

What do you get when you cross the bottom of your leg with Alec Guiness in Star Wars? Shin-obi! And here he is!!

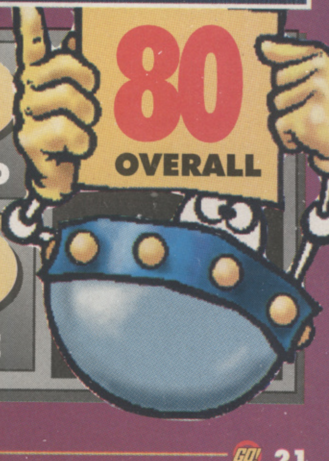


8 LOOK

8 SOUND

7 FEEL

7 VALUE



80 OVERALL

THANKS...to Shekhana Consoles (081 340 8565) for the review cartridge.

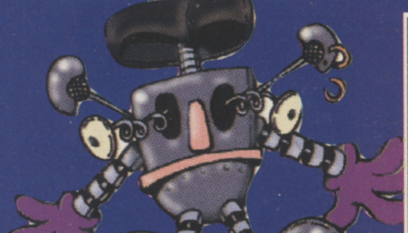
SUPER SPACE INVADERS

This is not the Space Invaders we've come to know! The original game has been given a huge kick up the rump to haul it kicking and screaming into the 90's. Space Invaders was renowned for it's incredibly addictive game-play and, although there were other coin-ops before it, it is regarded as the game that really started the arcade boom. Just guide your small ship along the bottom of the screen and clear the waves of aliens that descend towards you. Simple eh? How wrong could you be!

GAME GEAR- £27.99

BIG BOYS DON'T FRY

Guardians are another new feature in the deluxe version of Space Invaders. These gigantic beings take the form of huge ships with massive armaments that will tax your skills and reflexes to the limit. There are only a handful in the game, but they're more than enough to mop the floor with most attempts to bring them down. Some have lengthy telescopic arms that sweep every corner of the screen, while others shoot out supersonic spindles of death that destroy your craft with a single hit!



❛ What an overhaul Space Invaders has been given - you'd hardly recognise it! New graphics and backdrops, incredible sounds (although the Game Over music will drive you barmy), incredible speed and the introduction of more lives to boot! It may be a simple idea, but Space Invaders is as addictive as ever. Go see for yourself - it's Super! ❜

PAUL ANGLIN

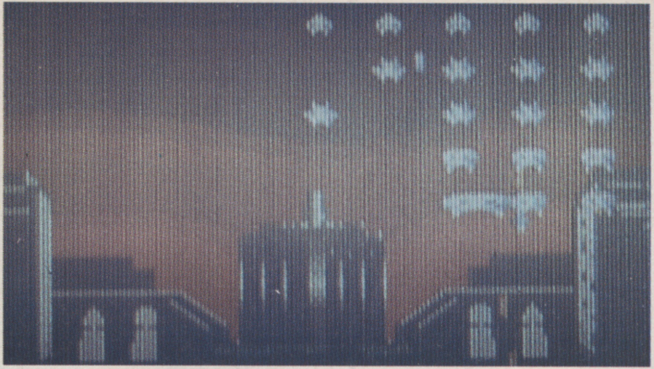
Ooh it's all getting a bit tricky now!

BURGER THAT!

Every few stages you get to lock horns, literally, with cattle-stealing aliens. The story goes that in Japan, farmers kept losing cows - they just kept disappearing into thin air - and the only explanation anyone could come up with was that aliens were stealing them! Anyway, this weird tale has been stuck in as a bonus round on which tons of flying saucers speed onto the screen, grab the cattle and float back up into the air with them. Shoot the ships before they grab the cattle or carefully aim your shot to hit the saucers in mid air so that they drop the cows back down to Earth. Weird, huh?

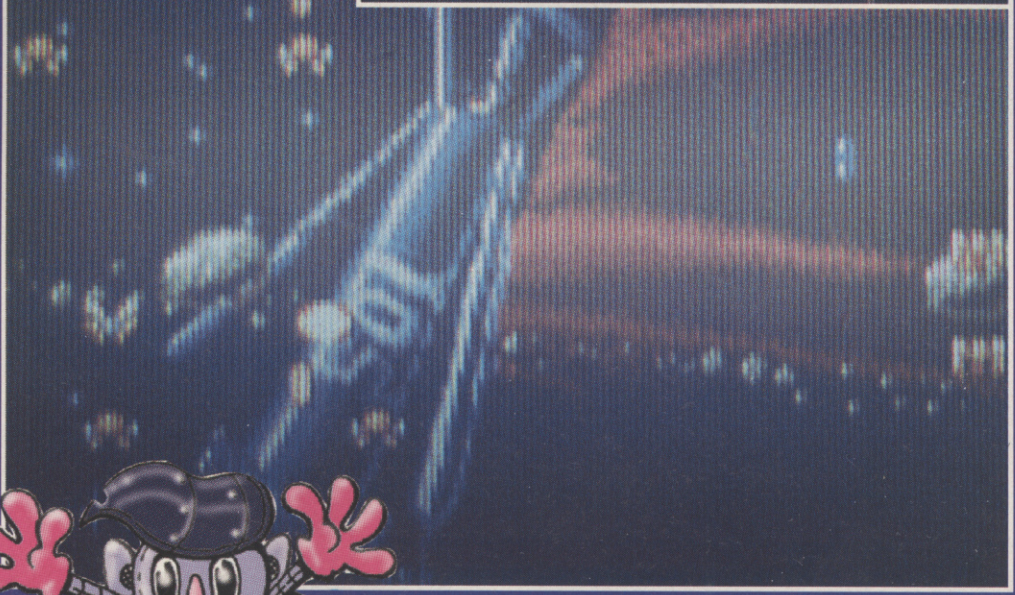
TAKE THE EASY OPTION

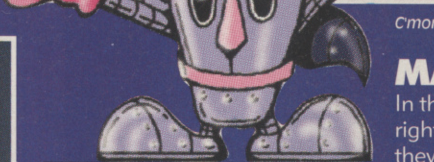
Game Gear Super Space Invaders has a full menu screen that lets you adjust the game to your own liking. There are two types of game - advanced and normal - difficulty settings from easy to hard and even a link-up option so you and a friend can play doubles! There are nine levels to complete and every time you wipe out a stage you can choose which route you wish to take to the mystery bonus stages. Every level has different aliens and backdrops, so there's plenty of variety.



BLAST FOR BONUSES!

What 90's game would be complete without pick-ups? Not only do you get a bonus score for frying the mother ship as she flies overhead, but you'll have to keep your eyes peeled for the life-saving weapons pods she lets loose. There are loads to catch, including a huge set of butterflies that freeze the screen and let you pick off dozens of invaders at a time, a laser bolt that scorches right across the height of the play field, massive spiralling bombs that clear whole waves and fire-balls that take out single lines at a time. Hot stuff! You can also pick up extra shields to add to your arsenal. There are three lives divided into three segments. When the segments are gone it's farewell and good night Vienna!



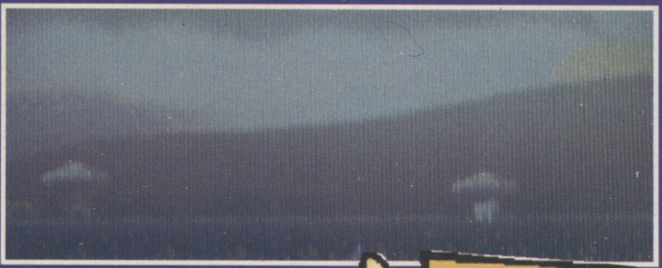


C'mon keep going. You can do it there's only a few left. 'Ave some of that.

Cor look at that big spaceship thing, don't it look smart?

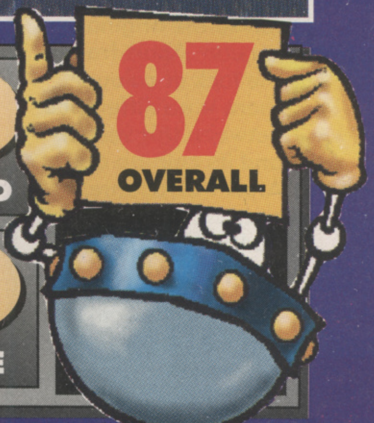
MAD AND BAD

In the original game the aliens only moved in three directions - left, right and down, dropping one space closer to your ship every time they reached the edge of the screen. Super Space Invaders changes all that; now you never know quite what the critters will do next! Some race towards you three rows at a time, others swirl around the screen in circles, whilst yet more collapse in on themselves and enlarge whenever they get hit. Some even split in two when you shoot them up the ass! Painful.



> **Super Space Invaders is even better than I'd imagined on the Game Gear! Action is incredibly fast and the variety of aliens and their skills keeps you hanging on to see what's next. The only problem with some of the waves is that they are impossibly difficult and no matter how good you are, you'll never be able to clear them with a single life, leaving you feeling slightly cheated. Apart from that, this cart's a fabulous companion, and with link-up it's a must!**
>
> ***STEVE KEEN***

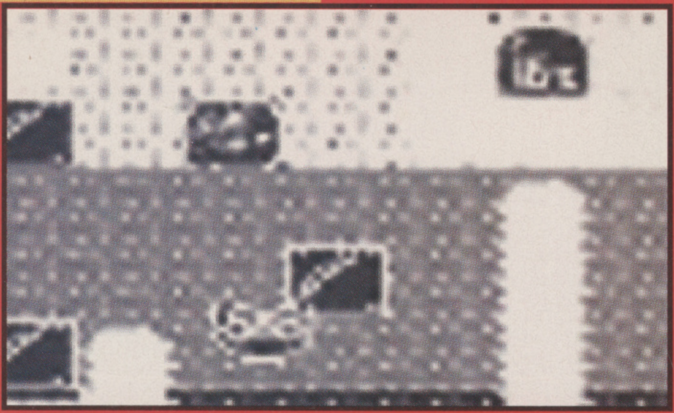
7 LOOK	7 SOUND
7 FEEL	8 VALUE



Dig

Yoinks! This is a golden oldie and no mistake. Dig Dug first appeared in the form of a Namco coin-op back in 1982, before being followed by an Atari VCS version a year later, its simplicity making it a massive hit with gamers of the time. The object of the game is to control Dug the gardener as he grabs his shovel and tunnels underground, in an attempt to destroy the creatures threatening his horticulture. There's a whole host of old coin-op favourites doing the rounds on Game Boy - does Dig Dug stand out from the pack?

GAMEBOY- £24.99



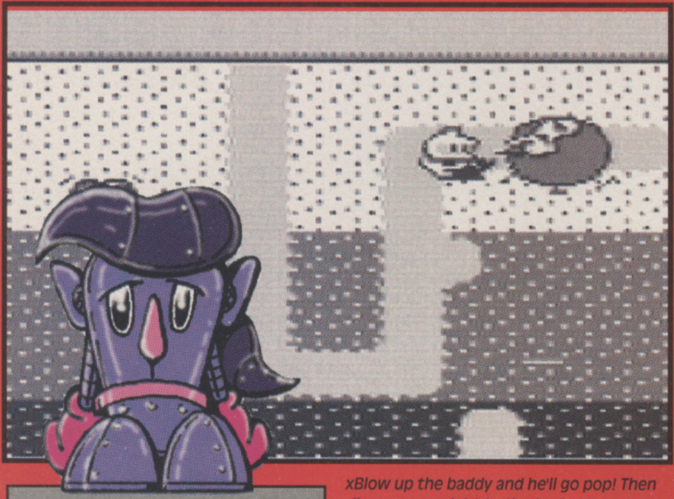
Dig Dug - one of THE classic coin-ops of all time becomes a really rather good Game Boy game - and you can't go wrong 'cos it's two games in one!

OLD VS NEW

To make up for the fact that this is an ages-old game, the creators of Dig Dug on GameBoy have included something a little extra on the cart - a brand new version of the original game! The improved version of Dig Dug has a completely different objective to the first game; whereas you'd normally be aiming to over-inflate a set number of creatures, in the updated version you're looking to collect keys to open the exit.

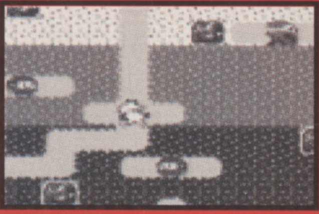
PUMP IT UP

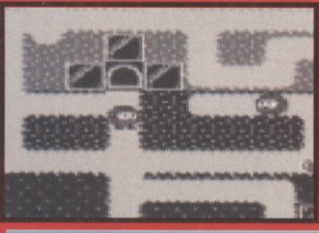
Nasties can be destroyed in two ways. The first is to is to latch on to them with Dug's hand-pump then inflate them until they explode. The other is to drop something heavy on them, such as a rock or weight, which does the same job, but can take out a whole row of nasties in one shot.



xBlow up the baddy and he'll go pop! Then dig your way right to the top!

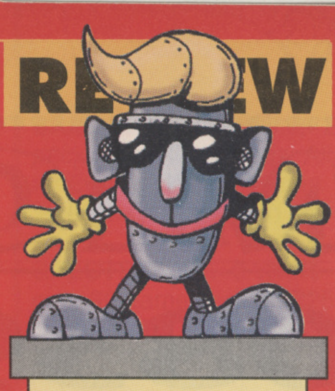
> “Call me a sad man, but despite all the extras in New Dig Dug, I still preferred the original version. Apart from the lack of colour there is no difference between this version and its coin-op and Atari VCS counterparts. It's just as addictive, and perfectly suited to the Game Boy.”
>
> ***STEVE KEEN***



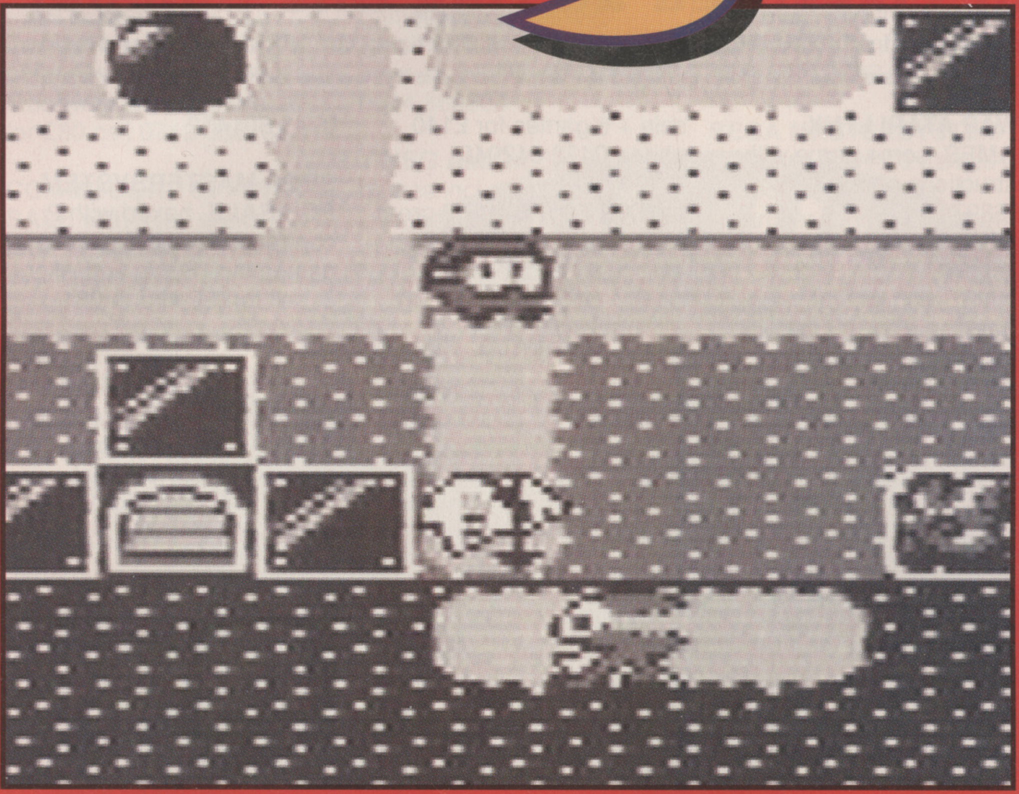


THANKS...to Shekhana Consoles (081 340 8565) for the review cartridge.

Dug



> I have to agree with Steve here. Dig Dug is an out-and-out classic, and although the new version is a nice extra, you'll find yourself going back to the original time and time again. Ageless, addictive and bags 'o' fun!
>
> ***PAUL RAND***



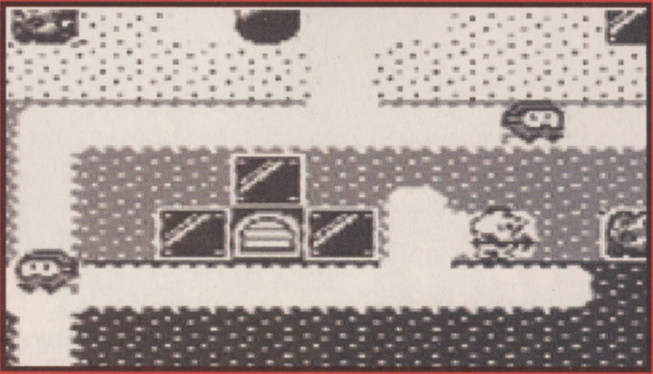
Blimey - those nasties are encroaching rapidly and if you don't get out of the way, you've quite frankly had it.

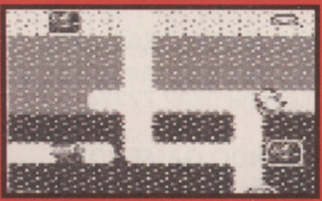
SUPER POOKA

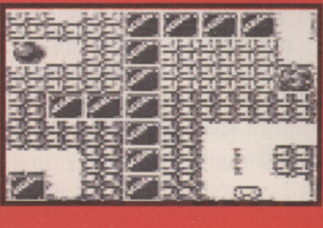
Your enemies in the game are the evil Pooka and their allies, the Fyger. These guys have dedicated their lives to destroying Dug's garden and should be avoided or popped at all costs. The most dangerous type are the skeleton Fygers who, because of their lack of flesh, can't be pumped to death by Dug.

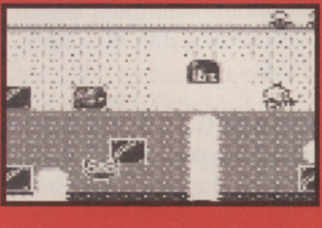
TUNNEL VISION

Dug has to be careful not to drop a rock on himself or block the exit during his tunneling exploits. Objects can be supported by the merest sliver of earth, but if they're left on a ledge it'll soon give way, crushing everything beneath it.



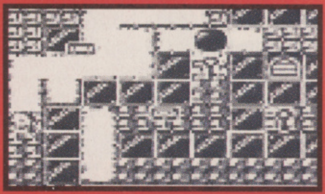


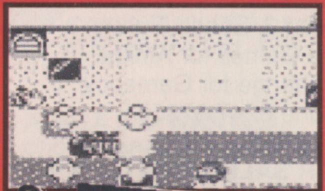


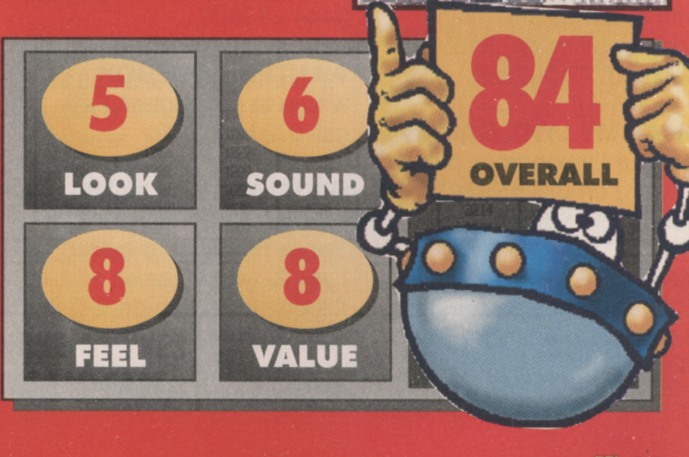


BOSSED AROUND

New Dig Dug features two totally evil bosses - the obese Papa Pooka, and foul King Fygar. They reckon that Dug's garden belongs to them, so they crop up mid-way through the action to end our hero's digging activities for good. The way to destroy these boyos is by dropping rocks and weights on their heads, which requires precision timing and not a small amount of skill.







5 LOOK

6 SOUND

8 FEEL

8 VALUE

84 OVERALL

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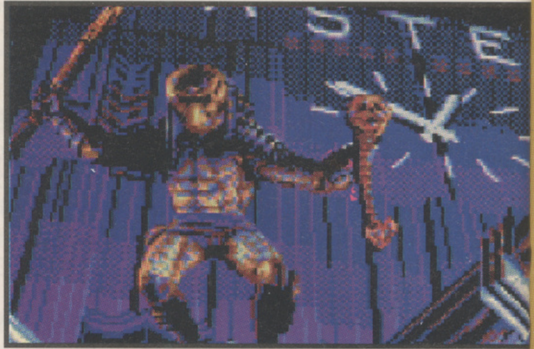
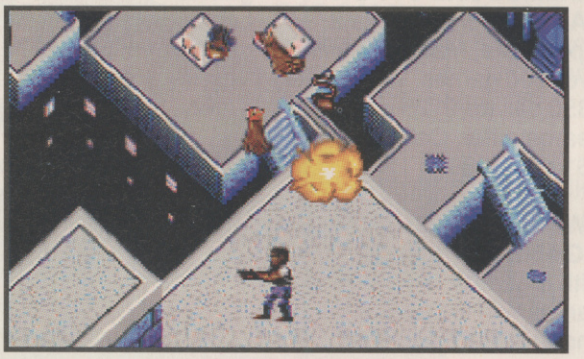
ATARI STSM one megabyte computer with manuals, mouse, joy sticks, 28 original games. Sell for £250 ono ask for James on 0925 763123

HAND-HELD VIDEO GAMES

PREVIEWS

PREDATOR 2



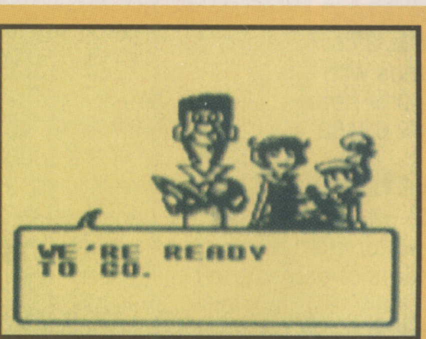


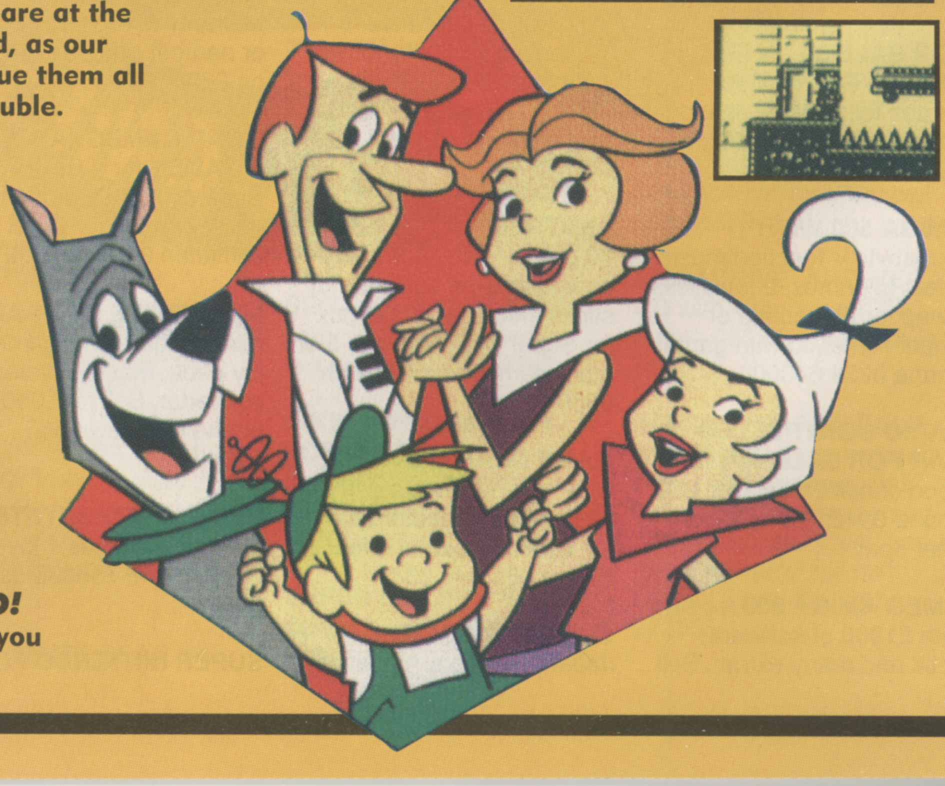
GAME GEAR £TBA

Get ready - the ultimate hunter has returned. That's right, Predator 2 makes it onto the Game Gear! As you can see, it takes pretty much the same perspective as the not-bad Megadrive version, and the plot is exactly the same as it's forebear; the Predator has come back to Earth and is now stalking the streets of Los Angeles, dusting the asses of ruthless drug barons. All very well, you might say, but now he's gone and done in Lt Mike Harrigan's best pal - and Mikey's more than a touch peeved. So, gun in hand, off you trot as Harrigan to blow up drug lords, rescue hostages and eliminate that bloomin' Predator for good. With the release of Predator 2 imminent, we think it's fair to say that it's looking pretty darned good. We've been told that the emphasis has been put on fast and - most important of all - difficult gameplay. Looks as though it could be a real hit - stay tuned for the full ***GO!*** Review.

* * *

THE JETSONS





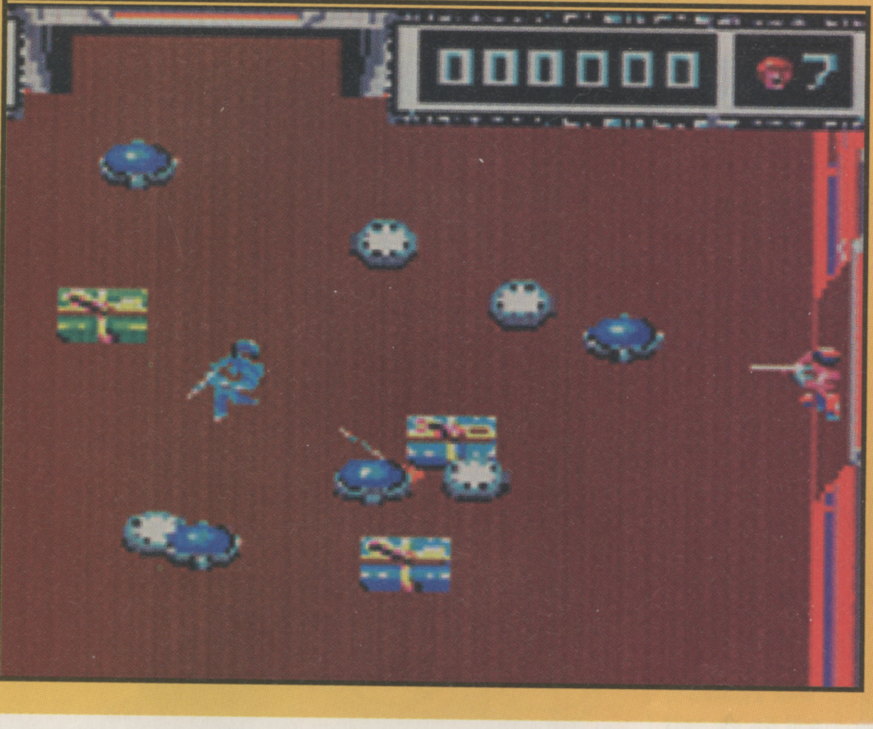
GAME BOY £T24.99

All sorts of cartoons are being converted onto the small screen these days, and the latest Game Boy effort stars that futuristic fun-loving family, the Jetsons! Hurrah! The problem is that Orbit city is being attacked by fierce robots and the only person that can help is Georgie Jetson. George's family are all at different places and are at the mercy of the robots and, as our Georgie, you must rescue them all before they get into trouble. The action takes the form of a platform romp with you controlling George in search of his family members in any order you fancy. As you can see from the piccies, the look of the characters from the top-laff cartoon have been captured very well and the action seems to be a real good gigglr. Hopefully we'll be able to bring you the full ***GO!*** lowdown next ish - see you there!

SMASH TV

GAME GEAR £TBA

Smash TV, arguably the best shoot 'em up ever devised, is coming to a Game Gear near you soon! The game is intended to be the closest copy possible of the coin-op and, as you can see from the pic, it's not looking half bad. The graphical excellence has been toned down a little to make way for supposedly better gameplay, which we can hardly argue with. Everything seems to be coming along very nicely indeed, and the sheer speed and mega violence that made the game such a hit everywhere else seem to be there in abundance. Penned for release in a few weeks time, this could be the one you have been waiting for!

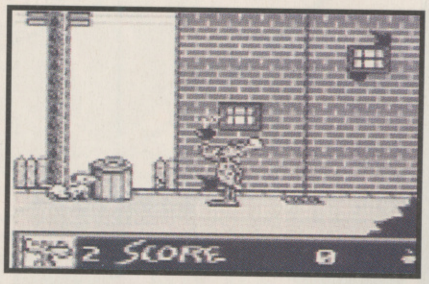


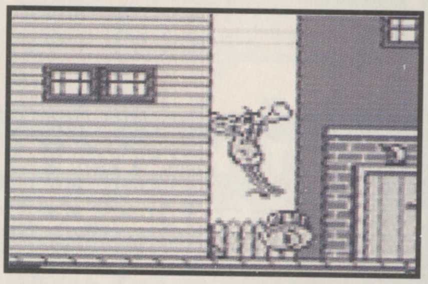
ROCKY AND BULLWINKLE

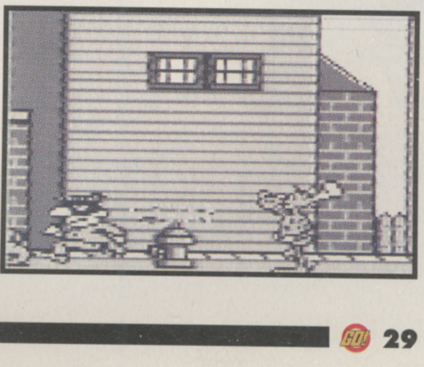
GAME BOY £T24.99

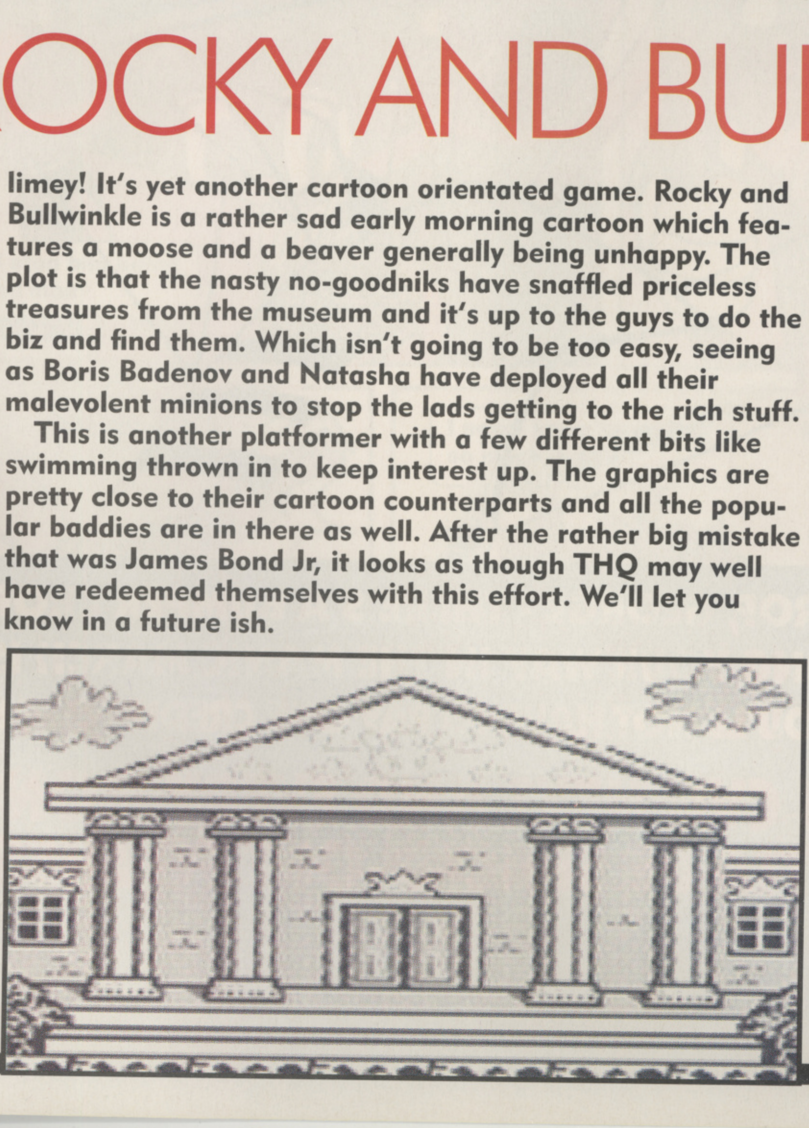
Blimey! It's yet another cartoon orientated game. Rocky and Bullwinkle is a rather sad early morning cartoon which features a moose and a beaver generally being unhappy. The plot is that the nasty no-goodniks have snaffled priceless treasures from the museum and it's up to the guys to do the biz and find them. Which isn't going to be too easy, seeing as Boris Badenov and Natasha have deployed all their malevolent minions to stop the lads getting to the rich stuff.

This is another platformer with a few different bits like swimming thrown in to keep interest up. The graphics are pretty close to their cartoon counterparts and all the popular baddies are in there as well. After the rather big mistake that was James Bond Jr, it looks as though THQ may well have redeemed themselves with this effort. We'll let you know in a future ish.

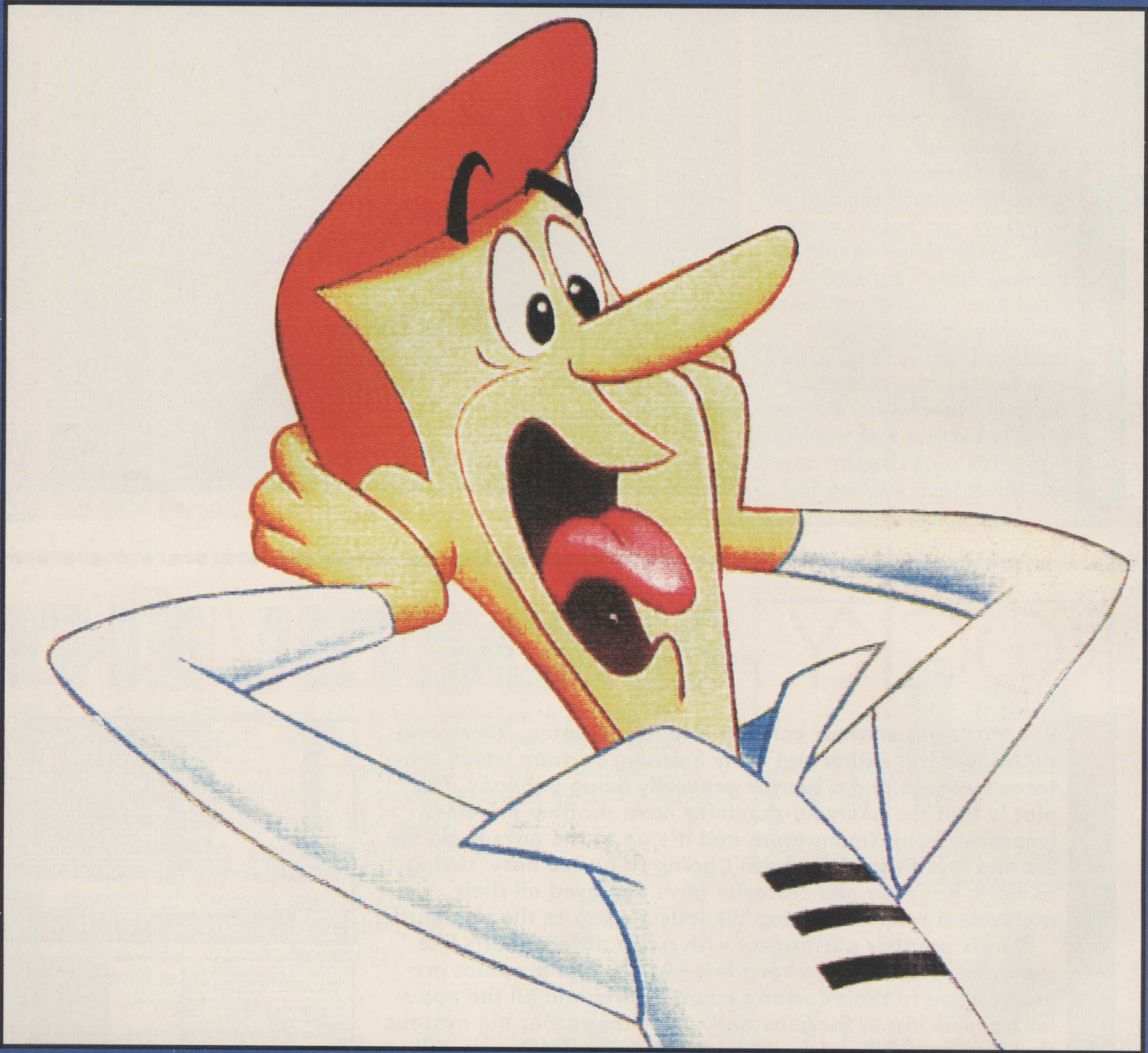








NEXT MONTH!



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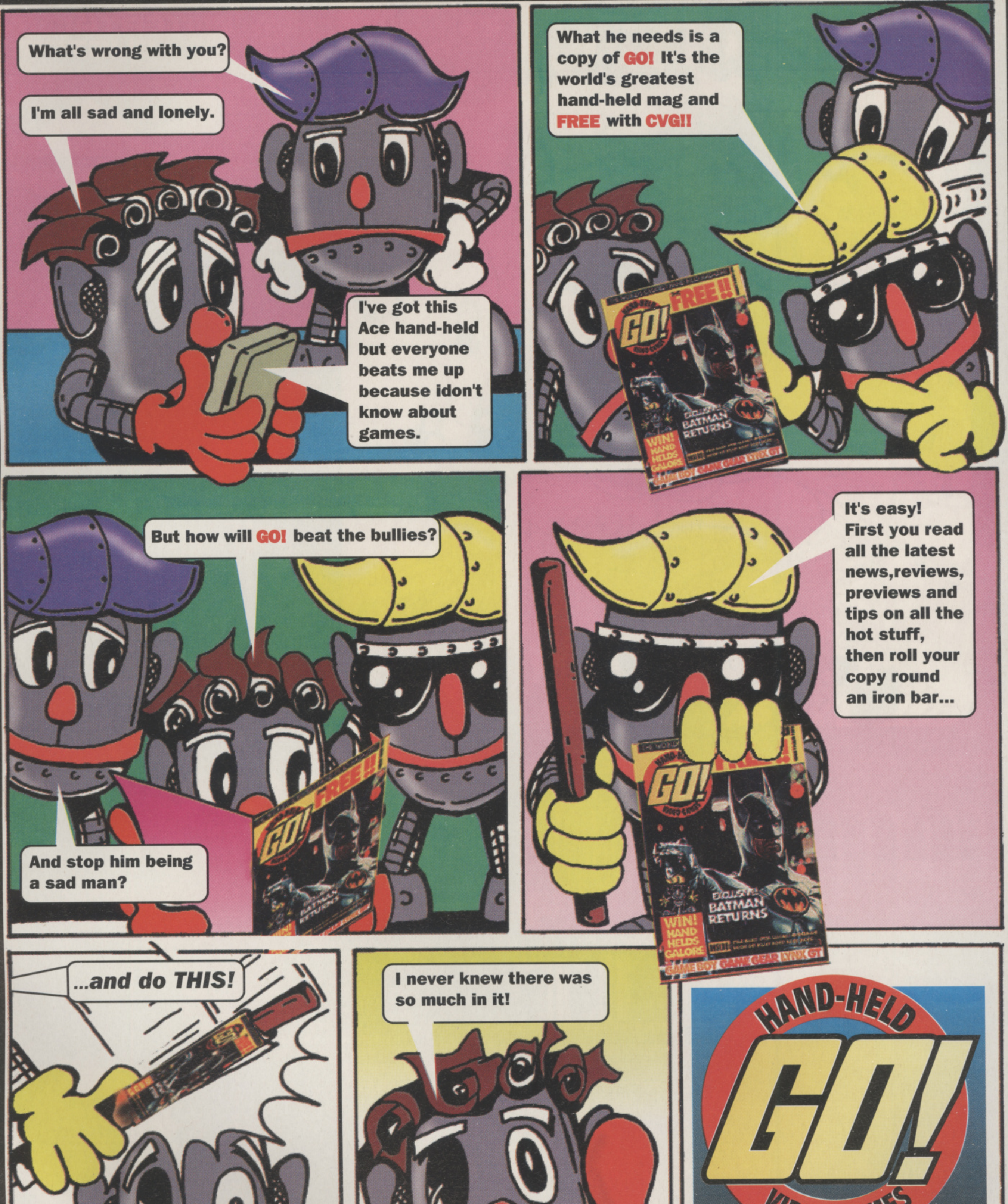
What's wrong with you?
I'm all sad and lonely.
I've got this Ace hand-held but everyone beats me up because idon't know about games.
What he needs is a copy of GO! It's the world's greatest hand-held mag and FREE with CVG!!
But how will GO! beat the bullies?
And stop him being a sad man?
It's easy! First you read all the latest news,reviews, previews and tips on all the hot stuff, then roll your copy round an iron bar...
...and do THIS!
I never knew there was so much in it!
HAND-HELD
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VIDEO GAMES
CAN YOU AFFORD
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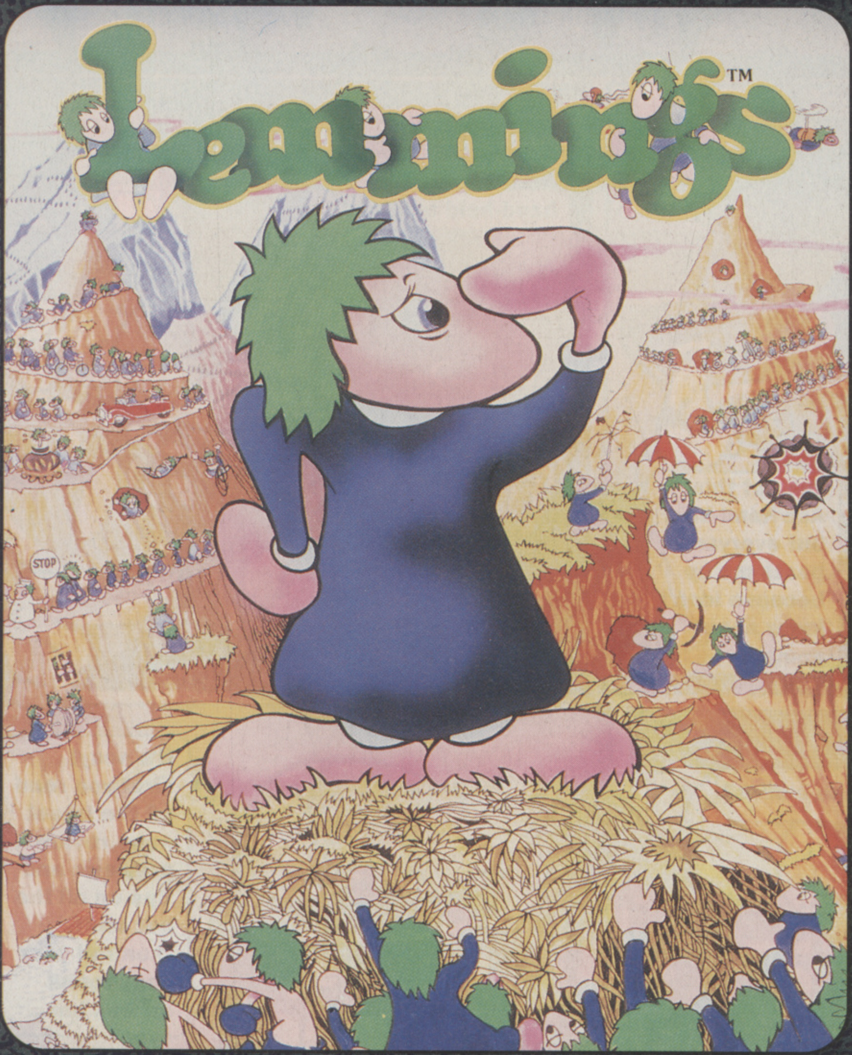

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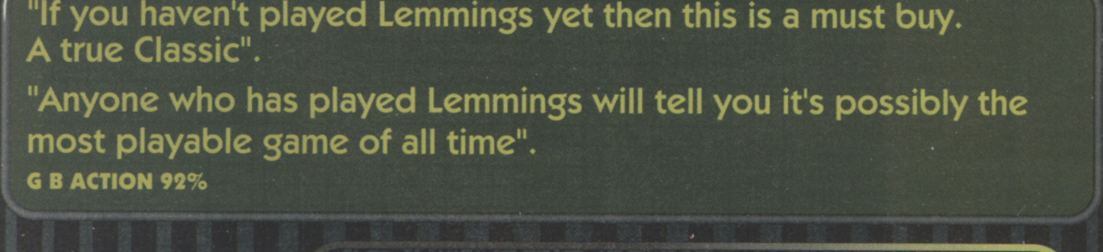

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